OSRIC™ 3.0

GAMEMASTER GUIDE

STUART MARSHALL & MATT FINCH

OSRIC™ 3.0

OLD SCHOOL REFERENCE AND INDEX COMPILATION

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Language

OSRIC is proudly (but not perfectly) written in British English.

Dedications

In memory of Jerry Mapes and James D. Kramer.

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TABLE OF CONTENTS

INTRODUCTION **4**

PART ONE: RUNNING THE GAME

CHAPTER ONE: COMBAT AND XP **5**
2.1.1. Combat Rules 5
2.1.2. Attack Matrix for Monsters 5
2.1.3. Monster Saving Throws 6
2.1.4. Awarding Experience 7

CHAPTER TWO: NON-PLAYER CHARACTERS (NPCS) **8**
2.2.1. Standard Hirelings 9
2.2.2. Expert Hirelings 10
2.2.3. Henchmen 20
2.2.4. Loyalty of Hirelings and Henchmen 21
2.2.5. Followers 23
2.2.6. NPC "Builds" 24
2.2.7. NPC Classes: Witch-Priests and Witch-Crafters 24

CHAPTER THREE: RUNNING A DUNGEON ADVENTURE 27

CHAPTER FOUR: RUNNING WILDERNESS-EXPLORATION ADVENTURES **27**
2.4.1.1. Weather 27
2.4.1.2. Navigation 27
2.4.1.3. Wandering Monsters 28
2.4.1.4. Camping 28
2.4.1.5. Aerial Agility 28
2.4.1.6. Waterborne and Underwater Adventures 28

CHAPTER FIVE: RUNNING OTHER TYPES OF ADVENTURES **29**
2.5.1. Adventures in Towns and Cities 29
2.5.2. Exploring the Planes 30

CHAPTER SIX: AN EXAMPLE DUNGEON **31**
Example Dungeon Key 31

CHAPTER SEVEN: DESIGNING A DUNGEON ADVENTURE **33**
2.7.1. Random Dungeon Generation 33
2.7.2. Traps and Tricks 40
2.7.3. Random Encounters 44

CHAPTER EIGHT: DESIGNING CITY ADVENTURES **53**
Random Urban Encounters 53
Urban Encounter Sub–tables 56

CHAPTER NINE: WILDERNESS ENCOUNTER TABLES **57**
Random Wilderness Encounters 57

PART TWO: MONSTERS

CHAPTER TEN: MONSTER STATISTICS **83**
2.10.1. Quick-Reference Information 83
Monsters 88

CHAPTER ELEVEN: CREATING YOUR OWN MONSTERS 260

PART THREE: TREASURE

CHAPTER TWELVE: TREASURE AND LOOT CLASSES 261
2.12.1. Loot Classes 261
2.12.2. Maps 263
2.12.3. Coin 263
2.12.4. Gemstones 264
2.12.5. Jewellery 264

CHAPTER THIRTEEN: MAGIC ITEMS **266**
2.13.1. Magic Items 266
2.13.2. Potions 274
2.13.3. Scrolls 278
2.13.4. Rods, Staves and Wands 280
2.13.5. Magic Armour and Shields 285
2.13.6. Magic Swords 285
2.13.7. Miscellaneous Weapons 290
2.13.8. Miscellaneous Magic 291
2.13.9. Rings 310
2.13.10. Cursed Items 312
2.13.11. Artifacts 319

CHAPTER FOURTEEN: HIGH LEVEL PLAY **324**
2.14.1. Strongholds 324
2.14.2. Spell Research 325

INDEX **326**

INTRODUCTION

As the Game Master (GM), this book is an important resource for you.

OSRIC 3 has enough random generation tables to act as a "simulator" for a fantasy world, meaning that you can randomly generate enough of the adventure and the encounters to stand back and just referee the results. This is a strong draw for the type of player who wants to "beat the simulation". This sort of player will usually seek out the best combination of modifiers based on ability scores, and has no problem with the idea of choosing a character class based on what the ability scores dictate.

There's another type of player who plays just to see where the story leads. This type of player usually isn't as focused on success (although success is good!), usually enjoys a bit more role-playing in the game, and is usually more content to just follow the leads given by random NPCs instead of trying to carve out the character's destiny.

Both types of player are just fine, and you'll quickly sense which of your players lean to one side or the other, "win-the-simulation" or "follow the adventure".

A major component of Game Mastering is your role as the manager of what are basically social conflicts among your players. A well-run gaming group has a general consensus on whether the characters will be heroic, villainous, or self-interested. A well-run gaming group has players who can accommodate one player's desire to "beat the simulation" with another player's desire to follow wherever the adventure leads. A well-run gaming group has an overall consensus on roughly the "right amount" of roleplaying; some players want to get right to the tactics, exploration, and treasure, while others want to discuss the best variety of Elvish wines. This last difference can easily break up a group, and there's not much you as the GM can do when you've got a big split between extreme role-players and extreme tacticians.

In terms of things that you can do to improve your gaming, there is one major piece of advice: be a fair referee. If you're in this mindset, and this is your main goal, and you're good at being fair, it will solve 90% of the problems that crop up at a gaming table.

FAIRNESS IS YOUR KEY SKILL

This is the most important piece of advice for a Game Master. You aren't playing to win or lose. You're playing to see what happens in an exciting series of adventures, with all the mistakes and coincidences and terrible plans and unexpected die rolls that your players make. In fact, here's a remarkable fact: the players actually create a lot of the drama, plotlines, and adventure by themselves. You don't need to be anything better than mediocre at adventure design, playing the role of NPCs, or using the rules to be seen as an excellent GM as long as you're impartial and having fun. Of course, if you're better than mediocre that's great, but by definition the average GM is average.

Of course, and this shouldn't need to be said, but it does need to be mentioned: if you want to see the players *fail*, you shouldn't be the GM. By the same token, if you nudge the results so that the players *always* survive and *win*, you're cheating them out of a meaningful victory. Being fair means giving them the chance to see the results of their decisions, for better or worse.

Old school games like OSRIC *do* have a higher chance of character death inherent in the rules than later versions of the game. The difficulty of the randomly encountered monsters (relative to the characters) is generally higher, and the game includes many save-or-die types of threats. However, I completely disagree with the idea that character deaths are the mark of a "good" GM. If the game is being played correctly, character deaths are the mark of incautious (or possibly unskilled) play by the players. If the players are being cautious, and lots of them are still dying, then you as the GM need to consider one of two things: (a) you might not be giving them enough information about threats, or possibly you aren't doing a good job of explaining why the character died. The other possibility is that (b) you have fallen into "Killer DM" syndrome, enjoying watching the players fail, in which case you should consider handing over the GM responsibility to someone more impartial.

Which leads me to a side note: many of the GMs who started playing this game in the late 1970s or early 80s have a tendency to *sound* like they are Killer GMs. The game culture at that time had a lot of "trash-talking" in it, where a GM would say things like, "Hooray, my orcs win the initiative! You have no hope!" There's a bit of a generational issue here, I think, because I've heard many modern players react with horror to this kind of comment. If you're younger, and listening to an older Game Master who sounds like a killer GM … it might just be the generation gap.

START SMALL AND DON'T WORRY

Another piece of advice: if you are at all new to this game, or if this is your first time trying to run a game, start small and don't worry about making mistakes.

By start small, I mean don't try to create a whole world, and don't try to absorb absolutely every rule. Your first adventure can be something written by a publisher. It's perfectly fine to describe the world as "You're in the countryside near a village, and there's a ruined castle over there with stairs leading down." Whatever gets it started. You can add details later.

By "don't worry about making mistakes" I mean this: not a single player of AD&D or OSRIC started playing with a full understanding of the rules. We all got some part of the game wrong, and probably in a big way. I thought that when you finally gained an experience point, you went up a level, and we rolled "to hit" by adding a d10 and a d12, because those were the only dice we had. Nobody starts this game understanding all the rules.

Ignore anyone whose advice to you as a starting GM is "learn all the rules inside and out." No. What you should do is jump in, start playing, look up rules if you get stuck, make up a rule if you can't find it quickly, and have an adventure with whatever you were able to pick up from your first read-through of the rules. Yes, it will have TONS of "mistakes". But it will still work just fine as long as you don't get stuck in rulebooks looking for the answer. Playing a game badly is the best way to learn how to play it well.

PART ONE: RUNNING THE GAME

CHAPTER ONE: COMBAT AND XP

2.1.1. COMBAT RULES

Most of the rules for combat are contained in **Chapter Six of the OSRIC Player Guide**.

2.1.2. ATTACK MATRIX FOR MONSTERS

TABLE 2.1.2A: MONSTER TO-HIT TABLE

HIT DICE	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]	[29]	[30]
<1-1	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
1-1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
1	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
1+	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
2-3+	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
4-5+	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
6-7+	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
8-9+	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
10-11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12-13+	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
14-15+	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16-17+	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18-19+	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
20-21+	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
22-23+	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
24+	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12

2.1.3. MONSTER SAVING THROWS

Non-intelligent monsters use a different saving throw table than monsters with INT 1 or better. Usually, you'll be rolling monster saving throws on Table 1.2a for all monsters with an intelligence other than "Non- (0)", so that table comes first.

All of the hit die numbers are "up to" that number. A monster with hit dice of 1+1 (1d8+1) is treated as a monster with 2 hit dice on this table because 1+1 is greater than 1.

TABLE 2.1.3A: NORMAL MONSTER SAVING THROWS (EXCEPT INT 0)

HIT DICE	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH/ PARALYSIS/POISON	PETRIFACTION/ POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
<1	18	20	16	17	19
1–2	16	17	14	15	17
3–4	15	16	13	14	16
5–6	13	13	11	12	14
7–8	12	12	10	11	13
9–10	10	9	8	9	11
11–12	9	8	7	8	10
13–14	7	5	5	6	8
15–16	6	4	4	5	7
17–18	5	4	3	4	6
19+	4	3	2	3	5

TABLE 2.1.3B: NON-INTELLIGENT (INT 0) MONSTER SAVING THROWS

HIT DICE	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH/ PARALYSIS/POISON	PETRIFACTION/ POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
<1	18	20	16	17	19
1–2	16	17	14	15	17
3–4	16	17	13	15	17
5–6	15	16	11	14	16
7–8	15	16	10	14	16
9–10	13	13	8	12	14
11–12	13	13	7	12	14
13–14	12	12	5	11	13
15–16	12	12	4	11	13
17–18	10	9	3	9	11
19+	10	9	2	9	11

2.1.4. AWARDING EXPERIENCE

Experience points ("XP") are awarded by the GM for defeating monsters, recovering treasure, plus any mission-based awards you as the GM see fit.

- **Treasure.** For treasure recovered, the guideline is 1 XP to the party per gold piece value of all coins, gems, and jewellery, assuming that the money is successfully brought to a suitable home base or town. Gems can be increased in value by a gemcutter, but the XP award is based on the gem's value when it was recovered.
- **Magic Items.** Magic items are partly their own reward, so if a character keeps a magic item, the party is only awarded one tenth the item's gold piece value (one-half for potions). Full XP value for the item is awarded if such the item is sold to an NPC (other than a henchman).
- **Mission Bonuses.** These shouldn't be overdone, but in many situations the adventure might not contain enough treasure to compensate the adventurers (helping impoverished villagers with a pack of non-treasure-owning wolves, for example). In this case, or if there is a particular mission to be accomplished, you might want to award extra XP for accomplishing the mission well.
- **Defeating Monsters.** When the characters defeat a monster, which doesn't necessarily mean killing it, the group receives XP. A monster's XP value is shown in the monster description, but you will need to calculate it for hostile NPCs or for monsters you design yourself.

TABLE 2.1.4A: EXPERIENCE POINT AWARDS FOR MONSTERS

HIT DICE	BASE VALUE	SPECIAL	EXCEPTIONAL	PER HP
Less than 1–1	5	3	25	1
1–1 to 1	10	5	35	1
1+1 to 2	30	10	50	1
2+1 to 3	50	15	60	2
3+1 to 4	75	30	70	3
4+1 to 5	110	45	80	4
5+1 to 6	160	70	120	6
6+1 to 7	225	120	200	8
7+1 to 8	350	200	300	10
8+1 to 9	600	300	400	12
9+1 to 10	700	400	500	13
10+1 to 11	900	500	600	14
11+1 to 12	1,200	700	850	16
12+1 to 13	1,500	800	1,000	17
13+1 to 14	1,800	950	1,200	18
14+1 to 15	2,100	1,100	1,400	19
15+1 to 16	2,400	1,250	1,600	20
16+1 to 17	2,700	1,400	1,800	23
17+1 to 18	3,000	1,550	2,000	25
18+1 to 19	3,500	1,800	2,250	28
19+1 to 20	4,000	2,100	2,500	30
20+1 to 21	4,500	2,350	2,750	33
21+1 and up	5,000	2,600	3,000	35

HOW TO USE THIS TABLE

Start with the Base XP value of a monster, which comes straight from its hit dice. Find the Hit Die value in the left column, and trace along that row to find the "Base Value".

Then, add to that Base XP value an additional amount for any and all Special or Exceptional abilities the monster might have (staying on the same row). Finally, for each individual monster, add the "per hit point" bonus. The bonus per hit point stays the same based on the monster's hit dice.

Example: You have created a 3 hit die monster with one ability you estimate to be "Special," and one you estimate to be "Exceptional" (see below for a discussion of "Special" versus "Exceptional" abilities). Since it has 3 hit dice, its Base XP is 50. The special ability is worth an additional 15 XP (you are staying on the 3HD row to find this), and the exceptional ability is worth an additional 60 XP. This monster has an XP value of 50 (base) + 15 (one Special Ability) + 60 (one Exceptional Ability) for a total of 125 + 2/hp.

Special Abilities

Examples of special abilities are use of spells (casting spells like a 1st to 3rd level character), a single spell-like power that's equivalent to a spell of level 1-3, invulnerability to non-magical weapons, three or more attacks, and so on.

Exceptional Abilities

These are more powerful abilities such as a dragon's fiery breath, casting spells like a level 4+ character, a single spell-like power that's equivalent to a spell over level 4, very low armour class, very high damage potential, or unusual powers such as a gaze which petrifies its victims.

Obviously, assigning XP values to monsters is very imprecise, and is an art more than a science.

CHAPTER TWO: NON-PLAYER CHARACTERS (NPCS)

One of the main features of OSRIC is that it's designed for an ongoing series of adventures in which the characters continue to gain experience, leveling up and gaining renown (or infamy!). At higher level, the characters might delegate missions to their henchmen, played by the players as a "second generation" of the original adventuring party. At the same time, the original characters may build strongholds and fiefdoms, eventually getting their names placed on the map and retiring from the risky process of adventuring to become respected NPCs in the world setting.

Information about NPCs is generally spread out through the books, and this chapter draws that information into one place for your reference as the GM.

A normal, untrained human NPC (0 level), such as a farmer, has 1d4 hit points.

A normal human who is trained with weapons (0 level), such as a professional soldier, has 1d6 hit points.

Normal half-orcs and half-elves have 1d6 hit points, whether trained or not.

Normal elves, dwarfs, gnomes, and halflings (0 level) have the hit dice described in their Monster entries.

"RELATIONSHIP CATEGORIES" WITH CHARACTERS

This book contains information about hiring NPCs of different types, focused on the type of relationship to the character: "hireling", "henchman", and "follower" are three types of relationships with different rules-specific assumptions about treasure sharing, levels of pay, willingness to venture deeper than the third level of a dungeon, the number available for hire, and so forth.

There are also the "Exceptional Henchmen" and "Associates", described in Section 2.2.3: Henchmen.

NPC "builds" are different, having to do with hit points, hit dice, spells, and special abilities. An NPC build can often fit into multiple relationship categories, and a relationship category might contain more than one possible type of NPC build.

HENCHMEN AND HIRELINGS

As player characters advance in wealth and power, they are increasingly likely to require the semi-permanent services of various sorts of non-player character. In addition to less formal associations and patronages, a character may expect to have the opportunity to acquire and retain hirelings and henchmen.

- Hirelings are usually unclassed zero level characters incapable of conventional advancement by level. Hirelings such as torchbearers and soldiers will not *accompany characters into dungeon levels deeper than level 3*, and will expect higher pay even for those levels of the dungeon: both a tripled daily wage plus a quarter share of the treasure (as compared to a henchman's half share and a character's full share).
- Henchmen are classed characters, initially of low level, but capable of level advancement. These are usually the "next generation" of a group of adventurers, who start to replace the initial characters as player characters later down the line. Since this is the case, a henchman is usually "played" by the player unless the GM needs to step in with a ruling that "the NPC isn't going to be willing to take that risk", or a similar restriction.

In almost all cases, hirelings and henchmen must be entirely equipped by the employer, and contribute nothing but themselves.

It is typically assumed that hirelings are human; if non-human hirelings are sought, then the appropriate costs, terms of service, and availability might be different.

Math Tip: when calculating a hireling's quarter-share or a henchman's half-share, just assign one "share" to a hireling, two shares per henchman, and four shares per character. Add up the number of "shares", divide the treasure by that amount, then give four "shares" to each character, two to each henchman, and one to each hireling. NPCs also receive this share of any XP gained by the party.

2.2.1. STANDARD HIRELINGS

The short-term services of simple craftsmen and labourers are relatively easily obtained in large settlements, and even small villages are usually able to supply something in the way of this sort of hireling.

It is more difficult to find individuals willing to take service for longer than a few days, especially if considerable travel is involved. If a lengthy term of service is proposed, it is likely that only one in every six such hirelings will agree, though the offer of additional monies may increase the probability of acceptance. Under normal circumstances, a reasonable offer might be an additional two or three day's pay, which could be expected to increase the probability of agreement to as much as one in every two. Reaction rolls (*Table 1.6.2.8a: NPC and Monster Reaction*) can be used here, if the GM chooses.

Rates of payment do not include the cost of materials for the undertaking of construction or the creation of items. The figuring of such costs is mainly left up to each game master, but a reasonable guideline for an item would be about ten percent of the cost of the finished product. Furthermore, monthly rates of payment assume that hirelings are provided with lodgings and that their other day-to-day needs are attended to (which is an extra cost for the employer).

TABLE 2.2.1A: STANDARD HIRELINGS

HIRELING	DAILY RATE	MONTHLY RATE
Carpenter	3 sp	40 sp
Cook	1 sp	20 sp
Groom	1 sp	20 sp
Labourer	1 sp	20 sp
Leatherer	2 sp	30 sp
Limner	10 sp	200 sp
Mason	4 sp	60 sp
Pack Handler	2 sp	30 sp
Servant	3 sp	50 sp
Tailor	2 sp	30 sp
Teamster	5 sp	100 sp
Torchbearer	1 sp	20 sp

Carpenter: Skilled in the working of wood, a carpenter might be retained to construct anything from a table to a palisade. Their expertise is also invaluable for the manufacturing of shields and similar items.

Cook: Familiar with the preparation of various types of food, a good cook sometimes also knows a little of herb lore.

Groom: Proficient in the care of horses, an attentive groom can usually tell a good mount from a bad; also known as an ostler or stable hand.

Labourer: Essentially unskilled, labourers are suitable for only the most menial sorts of work; this category includes bearers and porters, each of which is able to carry up to fifty pounds or twice that if a pole or other contrivance is utilised.

Leatherer: Capable of producing a wide range of leather goods, such as packs, belts or riding gear; a leatherer is indispensible for the making of scabbards, sheaths, shields and the other leather components of arms and armour.

Limner: Adept in the painting of signs and the illumination of heraldic devices, amongst other similar tasks.

Mason: Expert in the working of stone or plaster, masons are essential for the construction of many significant buildings and fortifications.

Pack Handler: Practiced in the burdening, handling and unburdening of various pack animals.

Servant: Typically serving as valets, butlers, maids, messengers or simple lackeys, servants take care of the daily work in a stronghold.

Tailor: Accomplished in the repair and making of clothes or other cloth items, such as surcoats, capes or hats; the services of a tailor are also required for the production of various types of textile based armour and coverings.

Teamster: Experienced drivers of carts and wagons, teamsters are usually experts at loading and unloading their vehicles, as well as handling the animals with which they are familiar.

Torchbearer: Usually hired to bear a lantern or torch in a city. Hiring a torchbearer for a dungeon expedition is much more expensive (triple daily wage plus 1/4 of an equal share of the treasure).

2.2.2. EXPERT HIRELINGS

Obtaining the services of very skilled craftsmen and other professional servitors typically involves the expenditure of considerable time and resources. Whilst it is possible to retain such hirelings for short periods, few will agree to a term of less than a month and most expect to serve considerably longer. It is therefore usual for expert hirelings to only be retained by player characters who have already established a stronghold or the equivalent. The maintenance of a stronghold is assumed to include any common hirelings necessary, but expert hirelings must be accounted for separately.

Whilst some may certainly be found in small villages, the probability of finding expert hirelings willing to take service with a player character is considerably higher in larger settlements, such as towns and cities, where suitable candidates exist in greater numbers. Exactly where individual hirelings may be located varies, but craftsmen are typically found in or near their respective artisan quarters, whilst mercenaries may be sought at inns and taverns. Successful recruitment depends on the terms offered relative to the difficulties and risks involved in the proposal.

The below listed monthly costs encompass wages, clothing, lodgings and provisions, as well as any basic equipment, but not such expenses as the arms and armour due to a man at arms, which must be provided separately. Furthermore, as with standard hirelings, additional monies must be paid to cover the costs of materials and tools in order for craftsmen to produce items, or in the case of certain other special instances. The monthly costs assume that the hirelings in question are quartered in or near the stronghold of a player character and may not suffice in other circumstances. Moreover, a higher rate of pay or otherwise favourable treatment will be required to improve the morale and loyalty of a hireling.

TABLE 2.2.2A: EXPERT HIRELINGS

HIRELING	MONTHLY WAGE
Alchemist	6,000 sp
Armourer	2,000 sp
Blacksmith	600 sp
Engineer (Architect)	2,000 sp
Engineer (Artillerist)	3,000 sp
Engineer (Miner or Sapper)	3,000 sp
Jeweller (Gemcutter)	2,000 sp
Mercenaries (by unit)	See below
Sage	Special
Scribe	300 sp
Ship Crews	See below
Soldiers	See below
Spy	Special
Steward	Special
Weaponer	2,000 sp

TABLE 2.2.2B: SOLDIERS

MEN AT ARMS	MONTHLY WAGE	EQUIPMENT COST	MOVEMENT RATE	ARMOUR CLASS	DAMAGE	RANGE INCREMENT
Artillerist	100 sp	25 gp	90	7 [13]	1d6 or 1d4	10
Bowman, Long	80 sp	79 gp	90	7 [13]	1d6	70
Bowman, Short	40 sp	34 gp	90	7 [13]	1d6	50
Bowman (Mounted)	120 sp	196 gp	240 or 90	7 [13]	1d6	50
Captain	Special	as type	as type	as type	as type	as type
Crossbowman	40 sp	31 gp	90	7 [13]	1d4+1 or 1d6	60
Crossbowman (Mounted)	80 sp	197 gp	240 or 90	7 [13]	1d4+1 or 1d6	60
Footman, Heavy	40 sp	62 gp	60	6 [14]	1d10 or 1d6	N/A
Footman, Heavy (Mounted)	60 sp	99 gp	240 or 60	6 [14]	1d10 or 1d6	N/A
Footman, Light	20 sp	32 gp	90	6 [14]	1d6	15

TABLE 2.2.2B: SOLDIERS CONTINUED

MEN AT ARMS	MONTHLY WAGE	EQUIPMENT COST	MOVEMENT RATE	ARMOUR CLASS	DAMAGE	RANGE INCREMENT
Footman, Light (Mounted)	40 sp	69 gp	240 or 90	6 [14]	1d6	15
Horseman, Heavy	120 sp	675 gp	150 or 90	4 [16]	2d4+1 or 1d8	N/A
Horseman, Medium	80 sp	465 gp	180 or 60	5 [15]	2d4+1 or 2d4	N/A
Horseman, Light	60 sp	294 gp	240 or 90	6 [14]	2d4+1 or 1d6	10
Lieutenant	Special	as type	as type	as type	as type	as type
Pikeman	60 sp	59 gp	60	6 [14]	1d6+1 or 1d6	N/A
Sapper	80 sp	25 gp	90	7 [13]	1d6 or 1d4	10
Sergeant	Special	as type	as type	as type	as type	as type
Slinger	60 sp	28 gp	90	6 [14]	1d4+1 or 1d6	35

TABLE 2.2.2C: SHIP CREWS

SHIP CREW	MONTHLY WAGE	EQUIPMENT COST	MOVEMENT RATE	ARMOUR CLASS	DAMAGE	RANGE INCREMENT
Lieutenant	Special	as type	as type	as type	as type	as type
Marine	60 sp	70 gp	60	5 [15]	1d6	15 or 10
Master	Special	as type	as type	as type	as type	as type
Mate	600 sp	as type	as type	as type	as type	as type
Oarsman	100 sp	35 gp	90	6 [14]	1d6 or 1d4	10
Sailor	40 sp	20 gp	120	9 [11]	1d6 or 1d4	10

ALCHEMIST

Learned in the admixture and creation of the various powders, elixirs, unguents, salves, ointments, oils, essences, and other arcane ingredients. A level seven magic-user requires the aid of an alchemist to create magical potions; by level eleven such assistance is no longer needed, but will reduce the cost and time involved by half if available. In general, alchemists must be sought in cities. It is very unlikely that they will take service with a player character unless retained for a year or more, provided with a well stocked laboratory and an initial incentive of up to one hundred gold pieces.

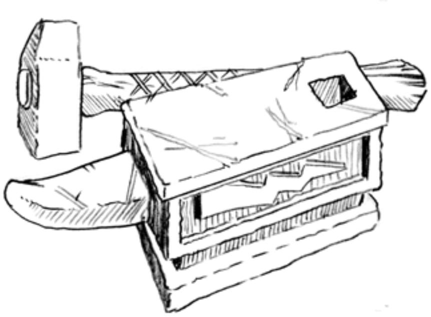
ARMOURER

Required for the production and maintenance of armour and shields; for every sixty men-at-arms or barded warhorses present, there must be at least one armourer available. Each must be provided with a workroom and forge at an additional cost, but sufficient apprentices and assistants are assumed to be accounted for as part of the monthly wage. Whilst otherwise unoccupied, and given an initial week in which to prepare, an armourer of sufficient skill may produce items in accordance with the table below; the GM should determine the additional cost involved and what level of skill an individual armourer has reached.

TABLE 2.2.2D: ARMOUR PRODUCTION

ARMOUR TYPE	DAYS TO PRODUCE	SKILL LEVEL	REQUIRED HIRELINGS
Helmet, Small	2 days	High	Armourer
Helmet, Great	10 days	High	Armourer
Padded Armour	30 days	Low	Tailor
Leather Armour	10 days	Low	Armourer, Leatherer
Ring Armour	20 days	Low	Armourer, Leatherer, Tailor
Studded Armour	15 days	Low	Armourer, Leatherer, Tailor
Scale Armour	30 days	Low	Armourer, Leatherer, Tailor
Mail Armour	45 days	Average	Armourer
Splint Armour	20 days	Low	Armourer, Blacksmith, Leatherer
Banded Armour	30 days	High	Armourer
Plate Armour	90 days	High	Armourer
Shield, Large	2 days	High	Armourer, Carpenter
Shield, Small	1 day	High	Armourer, Carpenter

A dwarf armourer is more likely to have a higher level of skill and is twice as efficient, but also demands three times the standard wage; furthermore, a dwarf is unlikely to serve for more than a year at a time. A gnome armourer is slightly more likely to have a higher level of skill and increases efficiency by half, but requires twice the ordinary wage. The services of an elf armourer can only be obtained for five times the usual wage, but will produce mail of the highest quality and reduce the production time by half.



BLACKSMITH

Essential for the maintenance of a stronghold and any resident soldiery; for every blacksmith retained the needs of up to one hundred and twenty men or horses can be met, but there must be at least one in every stronghold and a workroom and forge must be provided for each. If sufficient time is available, a blacksmith can produce simple weaponry at the following rates and at a cost determined by the game master.

TABLE 2.2.2E: WEAPON PRODUCTION

WEAPON TYPE	DAYS TO PRODUCE
Arrow Head	1
Quarrel Tip	1
Spear	2
Morning Star	2
Flail	5
Pole Arm	5

A dwarf blacksmith is three times as efficient as a human, but will demand ten times the ordinary pay. A gnome blacksmith is twice as efficient as a human, but will demand four times the usual wage.

ENGINEER (ARCHITECT)

Necessary for the successful construction of any but the most simple of surface structures. An architect requires payment by the month, even for short projects, and expects to receive an additional sum equal to one tenth of the building costs. Unless the construction site was approved by an architect, there is a three in four chance that any structure will collapse within a month to a few years of completion.

ENGINEER (ARTILLERIST)

Mandatory for the construction and correct operation of siege weapons, such as the trebuchet or ballista. Any attempt to build or use such weapons correctly without the aid of such an engineer will surely fail. If retained for only a few months at a time, this specialist demands higher pay, perhaps as much as sixty percent above the standard wage.

ENGINEER (MINER AND SAPPER)

Indispensable for the overseeing of any mining operations, underground construction, or siege and counter-siege works that involve trenches, fortifications, assault towers and other similar siege devices. A dwarf engineer of this sort is required if dwarf miners are employed; a dwarf engineer will demand twice the standard wage, but increase the productivity of any human miners by one fifth.

JEWELLER AND GEMCUTTER

Able to speedily and accurately appraise the value of most gems, jewellery and other precious objects, a jeweller is also capable of repairing, enhancing or newly creating ornamented items and jewellery. Simple tasks, such as setting a stone in the hilt of a sword or the forging of a plain ring, might take only a few days to a week, whilst more complex undertakings, such as producing a gem studded bracelet, could take up to a month; of course, truly opulent and intricate items might take a year or more.

Often a jeweller is also skilled at cutting gems; just as in their former capacity they may increase the value of an item through their craft, as a gemcutter they may increase the value of poorly cut stones, usually those worth less than five thousand gold pieces. However, the level of proficiency an individual possesses with regard to each skill varies and must be determined by the game master. A dwarf of this profession often possesses a greater degree of general ability than a human, but commands twice the pay. A gnome may be no better a jeweller than a human, but they are typically of even greater skill than a dwarf when it comes to gemcutting, and can also ask for twice the standard wage.

A character hiring a jeweller/gemcutter *does not know* the hireling's skill level at either task.

TABLE 2.2.2F: JEWELLERS

DIE ROLL	SKILL LEVEL
01-20	Mediocre. On a d100 roll of 01-90, the jeweller increases the value of the raw materials by 10%. On a 91-00 there is no increase in value, but the jeweller must still be paid.
21-50	Acceptable. On a d100 roll of 01-50, the jeweller increases the value of the raw materials by 20%. On a result of 51-00, the increase is 10%.
51-75	Highly Skilled. On a d100 roll of 01-60, the jeweller increases the value of the raw materials by 30%. On a result of 61-00, the increase is 10%.
76-90	Superbly Skilled. On a d100 roll of 01-70, the jeweller increases the value of the raw materials by 40%. On a result of 71-00, the increase is 10%.
91-00	Gifted. On a d100 roll of 01-60, the jeweller increases the value of the raw materials by 40%. On a result of 61-00, the increase is 20%.

TABLE 2.2.2G: GEMCUTTERS

DIE ROLL	SKILL LEVEL
01-30	Questionable. Roll 1d12. 1: the stone is improved by one category, 2-9: there is no benefit, 10-12: the stone is ruined and becomes worthless.
31-60	Average. Roll 1d12. 1-2: the stone is improved by one category, 3-11: there is no benefit, 12: the stone is ruined and becomes worthless.
61-90	Skillful. Roll 1d12. 1-3: the stone is improved by one category, 4-11: there is no benefit, 12: the stone is ruined and becomes worthless.
91-00	Superb. Roll 1d20. 1-5: the stone is improved by one category, 6-19: there is no benefit, 20: the stone is ruined and becomes worthless.

The "category" of a gem is found on Table 2.12.4a: *Gemstone Value*. Increasing the value category of a gem does not change the gem type, but increases the quality of the cut enough to cause its value to be the same as a normal gem in the higher category. The GM will re-roll the gem's value using the value parameters for the higher category gem, with the gem's present value as a minimum value.

MERCENARIES

Not every settlement will contain a troop of mercenaries available for hire, although most towns will contain at least one undeployed unit, and cities might contain 1d4+2. If the GM decides that there is a unit available for hire, the GM may roll on the table below to determine what might be available. The first d100 roll (left column) determines the type of unit (including the possibility of an unemployed leader). The second roll is made to determine the number of mercenaries in the unit. In general, when a group of six to ten mercenaries of the same type is encountered they will be led by a sergeant; larger groups will be led by a lieutenant or captain, as appropriate, and include sufficient sergeants to keep the regular soldiers in order. Leaders are necessary for the proper functioning of a mercenary force.

TABLE 2.2.2H: MERCENARY UNITS

D100	TYPE	1–40	41–70	71–90	91–100
01–04	Bowman, Long	1d6	2d6	3d6	4d6
05–10	Bowman, Short	2d6	3d6	4d6	5d6
11	Bowman, Short (Mounted)	1d3	1d6	2d6	3d6
12–17	Crossbowman	2d6	3d6	4d6	5d6
18–21	Crossbowman (Mounted)	1d6	2d6	3d6	4d6
22–24	Slingman	1d3	1d6	2d6	3d6
25–35	Footman, Heavy	1d6	3d6	5d6	10d6
36–38	Footman, Heavy (Mounted)	1d3	1d6	2d6	3d6
39–45	Footman, Light	1d6	2d6	3d6	4d6
46–49	Footman, Light (Mounted)	1d6	2d6	3d6	4d6
50–52	Pikeman	1d6	3d6	5d6	7d6
53–57	Horseman, Heavy	1d3	1d6	2d6	3d6
58–65	Horseman, Medium	1d3	1d6	2d6	3d6
66–77	Horseman, Light	1d6	2d6	3d6	5d6
78–79	Artillerist	1	2	3	4
80–81	Sapper	1d2	2d2	3d2	4d2
82	Captain	1	1	1	1
83	Lieutenant	1	1	1	1
84–88	Sergeant	1	1	1d2	1d3
89–90	Any Ranged	as type	as type	as type	as type
91–96	Any Foot	as type	as type	as type	as type
97–99	Any Horse	as type	as type	as type	as type
00	Any	as type	as type	as type	as type

The majority of regular men-at-arms are zero level characters with 1d6 hit points; if more experienced soldiers are desired, then the game master must decide with what frequency they are available and what payment they require in accordance with the campaign milieu. Similarly, the prospect of raising militias and levies is not addressed here, their quality depending on many factors, but in most cases being inferior to that of professional soldiery.

As with most standard hirelings, very few men-at-arms will agree to serve for periods of less than a month and sergeants, lieutenants, and captains will never agree to serve for such a limited duration. Mercenaries retained on a short term basis will rarely agree to perform dangerous duties unless paid considerably more than the standard sum; indeed, thirty times the daily wage is typically demanded.

Artillerist: Required for the operation of siege weapons and other engines of war; in desperate circumstances, artillerists will fight in the manner of light footmen. Typical equipment includes studded armour, short sword, and dagger.

Bowman, Long: Expert in the use of powerful bows, long bowmen also serve as light footmen when required. Typical equipment includes studded armour, long bow, quiver with twelve arrows, and hand axe.

Bowman, Short: Proficient in the use of bows, short bowmen can also fight as light footmen, but usually will not. Typical equipment includes studded armour, short bow, quiver with twelve arrows, and hand axe.

Bowman (Mounted): Skilled at shooting from the saddle, but generally unwilling to close to melee; mounted bowmen have a reputation for poor discipline. Typical equipment includes a light warhorse with gear, studded armour, short bow, quiver with twelve arrows, and hand axe.

Captain: Equivalent to a fifth to eighth level fighter, but incapable of conventional advancement by level. A captain may lead twenty men-at-arms and one lieutenant for every level of experience they possess, as well as the necessary number of sergeants; the monthly wage demanded by a captain is equal to their level multiplied by 100 gold pieces.

Crossbowman: Practiced in the use of crossbows and willing to fight as light footmen when required. A heavy crossbowman will often require a light footman to shield them whilst reloading. Typical equipment includes studded armour, light crossbow, quiver with twelve light bolts, and hand axe.

Crossbowman (Mounted): Trained to shoot and reload light crossbows from horseback, mounted crossbowmen are also willing to fight hand to hand when necessary. Typical equipment includes a light warhorse with gear, studded leather, light crossbow, quiver with twelve light bolts, and light pick.

Footman, Heavy: Intended primarily for fighting and manoeuvring in close order on open ground, heavy footmen employ the appropriate arms and armour. Typical equipment includes scale armour, halberd, and short sword.

Footman, Heavy (Mounted): Familiar enough with horses to ride them, but not trained to fight from horseback, mounted heavy footmen dismount to fight. Horses need to be looked after during combat, which requires one man for every four mounts. Typical equipment includes a riding horse with gear, scale armour, halberd, and short sword.

Footman, Light: Accustomed to fighting in open order and traversing broken or rough terrain, light footmen are armed and armoured accordingly. Typical equipment includes studded armour, large shield, spear, and handaxe.

Footman, Light (Mounted): Familiar enough with horses to ride them, but not trained to fight from horseback, mounted light footmen dismount to fight. Horses need to be looked after during combat, which requires one man for every four mounts. Typical equipment includes a riding horse with gear, studded armour, large shield, spear, and hand axe.

Horseman, Heavy: Most effective when attacking in very close order on open terrain, heavy horsemen are well armed and fearsome in combat. Typical equipment includes a heavy warhorse with gear, mail barding, mail armour, large shield, lance, longsword, and dagger.

Horseman, Medium: Capable of delivering a powerful charge over open ground and in close order, well used medium horsemen can prove decisive. Typical equipment includes a medium warhorse with gear, scale barding, scale armour, large shield, lance, broadsword, and dagger.

Horseman, Light: Swift in pursuit and quick to retreat, light horsemen fight in open order and make excellent skirmishers. Typical equipment includes a light warhorse with gear, leather barding, studded armour, small shield, lance, and hand axe.

Lieutenant: Equivalent to a second or third level fighter, but incapable of conventional advancement by level. A lieutenant may lead ten men-at-arms for every level of experience the y possess, as well as the necessary number of sergeants; in addition, they may command a number of unassigned sergeants equal to their level. When serving a captain, only the lieutenant counts against the number of men that may be led. The monthly wage demanded by a lieutenant is equal to their level multiplied by 100 gold pieces.

Pikeman: Trained to fight with long pikes (polearms) and manoeuvre in close formation on flat terrain, pikemen will also fight as heavy footmen. Mixed formations of more than one hundred pikemen and heavy foot require at least two months of drilling to be effective. Typical equipment includes scale armour, polearm, and short sword.

Sapper: Necessary for the use of assault towers, the construction or undermining of fortifications, and other siege works. Sappers fight in the manner of heavy footmen, but are usually lightly armoured and unwilling to engage in combat. Typical equipment includes studded armour, short sword, and dagger.

Sergeant: Equivalent to a first level fighter, but incapable of conventional advancement by level. A sergeant can lead up to ten men independently or in service to a lieutenant or captain. In any given company, there must be one sergeant for every five to ten men-at-arms. The monthly wage required by a sergeant is ten times that of the troop type they lead.

Slinger: Adept in the use of the sling to disrupt and harass the enemy, slingers are also able fight as light footmen, though they are generally restricted to light armour and weapons. Typical equipment includes studded armour, small shield, sling, pouch with twelve bullets, and hand axe.

Optional Rule: At the discretion of the game master, a player character fighter of the appropriate level may serve as a sergeant, lieutenant or captain, as might an allied non-player character fighter or henchmen. A character of a related class, such as ranger or paladin, might also suffice if the circumstances warrant such an allowance.

Non-Human Mercenaries: The opportunity to retain the services of non-human mercenaries is something that depends on an individual campaign milieu; however, it is typically more difficult than enlisting standard men-at-arms. Individuals of mixed ancestry, such as half elves or half orcs may be found amongst the ranks of either parentage.

In general, demi-humans will only agree to take service with a champion of their ancestry or in a cause that is directly in their interest, with the aid of elves being the most difficult to obtain. As an exception, dwarf mercenaries might, for double normal pay, be successfully recruited to fight in the causes of others.

Many humanoids, such as kobolds, goblins, orcs, hobgoblins, bugbears or gnolls, may take service with evil-aligned characters that are powerful enough to master them or insidious enough to manipulate them. They may even serve for less than half pay, but such soldiers are given to breaches of discipline, vile behaviour, despoliation of any territory they pass through and the intolerable abuse or murder of any unfortunate inhabitants.

SAGE

The ultimate receptacle of knowledge and lore, a sage is a sort of medieval research library contained in one being. The sage can be summed up as a person with a degree of knowledge on just about everything, a lot of knowledge in a few specific fields, and authoritative knowledge in their special fields of study.

In game terms, the sage would be able to converse intelligently on a wide variety of subjects but would give very good advice in their field of study, authoritative advice in their special areas of research, and reasonable advice in one or two other fields. Keep in mind, too, that all this is relative—advice from a sage should never be lightly ignored, no matter the subject under discussion or area of study of the sage. Obviously, portraying such an individual presents a challenge: how much does the sage know and in what areas do they know it? The tables presented here should help the GM to fully answer those questions.

First, the fields of specialty must be determined. As always, random generation scores are included but the GM should feel free to tailor a sage to the campaign needs.

TABLE 2.2.2I: SAGE ABILITY TABLE

D100	MINOR FIELDS	SPECIAL CATEGORIES IN MAJOR FIELD
01–10	1	2
11–30	1	3
31–50	1	4
51–70	2	2
71–90	2	3
91–00	2	4

TABLE 2.2.2J: SAGE FIELDS OF STUDY (D100)

Roll one major and 1 (or 2 minor fields) such as Humankind or Natural Philosophy. Within the major field, either roll or select the particular categories in the major field that are specialties (such as Biology or Alchemy).

Humankind (01–30)

- Art
- Biology
- Demography
- History
- Languages
- Law
- Politics
- Psychology
- Religion
- Sociology

Demi-humankind (31–40)

- Art
- Biology
- Demography
- History
- Languages
- Law
- Politics
- Psychology
- Religion
- Sociology

Humanoids (41–50)

- Art
- Biology
- Demography
- History
- Languages
- Law
- Politics
- Psychology
- Religion
- Sociology

Natural Philosophy (51–65)

- Alchemy
- Architecture
- Astronomy
- Chemistry
- Geography
- Geology
- Mathematics
- Meteorology
- Metallurgy
- Oceanography
- Physics
- Topography

Fauna (66–75)

- Amphibians
- Arachnids
- Avians
- Crustaceans & Molluscs
- Fish
- Insects
- Mammals
- Marsupials
- Reptiles
- Giant Fauna

Flora (76–85)

- Bushes & Shrubs
- Flowers
- Trees
- Weeds
- Herbs
- Mosses & Ferns
- Grasses & Grains
- Fungi

Supernatural & Unusual (86–00)

- Astrology & Numerology
- Cryptography
- Divination
- Heraldry, Signs, & Sigils
- Magic
- Medicine
- Metaphysics
- Planes

Chance of Knowing the Answer to a Question: Roll the generated number or less to determine if the sage knows the answer to the query.

TABLE 2.2.2K: SAGE'S CHANCE TO KNOW ANSWER

QUESTION IS:	GENERAL	SPECIFIC	EXACTING
Out of Fields	35%	10%	1%
In Minor Field	50%	35%	15%
In Major Field	70%	60%	35%
In Special Category	90%	75%	50%

EXAMPLES OF THE DIFFERENT TYPES OF QUESTIONS

General: Do humanoids inhabit the region north of the Great Mountains?

Specific: Do hobgoblins of the Three Skulls tribe live in the region north of the Great Mountains?

Exacting: Do the hobgoblins of the Three Skulls tribe living in the region north of the Great Mountain possess the dread artifact known as "The Great Spear of Kaliban"?

Sages do not carry all their knowledge in their heads. They need access to a library at a minimum. Sages are scholarly, eccentric types and a PC offering to hire one will be expected to provide private living spaces far away from noise and the bustle of activity. The minimum quarters a sage would accept consists of four separate rooms of no less than 200 square ft each: living quarters, study, library, and workroom. Depending upon the field of speciality, the sage may also request various other areas, such as a zoo for housing living creatures for study, or a greenhouse for the study of plants. The average sage will see the player as an opportunity to acquire additional materials for study and categorisation and will, in all likelihood, demand far more for their work than they will actually need. At any rate, the busier the sage is kept and the more often their studies are interrupted, the more materials and money they will likely demand.

Sage Characteristics: If a sage is to be hired for a long period of time, their abilities and alignment may be determined as follows.

STRENGTH:	1d8+6	**INTELLIGENCE:**	1d4+14
DEXTERITY:	3d6	**WISDOM:**	1d6+12
CONSTITUTION:	2d6+3	**CHARISMA:**	2d6+3
ALIGNMENT:	See following table	**HIT POINTS:**	4d6

TABLE 2.2.2L: SAGE ALIGNMENTS

D100	RESULT
01–05	Chaotic Evil
06–10	Chaotic Good
11–20	Chaotic Neutral
21–30	Lawful Evil
31–40	Lawful Good
41–60	Lawful Neutral
61–80	Neutral
81–90	Neutral Evil
91–00	Neutral Good

Special Skills: Sages have limited ability in spell-casting granted to them by the sheer volume of knowledge they have accumulated and the type of spell is usually related to their field of speciality. The GM should determine whether the sage's spell-casting ability is arcane, phantasmal, divine or druidic when the sage is created, based on a judgement call rather than a random roll. Expertise in the field of magic, for instance, would indicate arcane spell ability. On the other hand a sage with extensive knowledge of trees would have druidic spell ability. Phantasmal magic might be associated with psychology and divine ability with astronomy.

Roll 1d4+2 to determine the maximum level of the spells the sage knows and 1d4 to generate the maximum number of spells known for each level. Spells memorised by the sage will normally be of utility to non-adventurers: unseen servant, read magic, locate object, tongues, etc. The sage will cast the spell at the minimum level required for a member of that class to cast the spell. Tongues, to take an instance from the above list, would be cast by the sage as a 5th level magic-user. A sage will regard their spell knowledge as a closely kept secret and will not divulge this ability lightly.

Hiring a Sage: Only fighters, rangers, paladins, thieves, and assassins may hire a sage; though other classes may consult with sages as need dictates. Hiring a sage will require the PC have a stronghold outfitted with space for the sage as indicated above. Sages will only accept a permanent offer of lifetime service.

Location of a Sage: Sages are located in larger towns and in cities, particularly near universities, museums, libraries, and the like. Sages also have a somewhat informal brotherhood but there is nothing such as a guild house where one might inquire about hiring a sage. Any sage will have a general knowledge as to the whereabouts of most sages in the area. Likewise, the employment of any sage will quickly become common knowledge throughout the general area.

Short Term Employment—Consulting a Sage: Players do not need to hire a sage before asking questions of one. Consultations last no more than 1 week, after which the sage will not be available to the players for the period of 1 month. Consultation fees run to 100 gp per day plus the amount shown on Table 2.2.2m: Information Discovery Time and Cost below.

Long Term Employment: As with most types of hirelings, sages agreeing to employment will show up with only the clothes on their backs and the shoes on their feet. Unlike other hirelings, however, the initial outlay of money and materials involved with employing a sage is considerable.

SUPPORT AND SALARY, PER MONTH:	200 gp to 1,200 gp (2d6×100)
RESEARCH GRANTS, PER MONTH:	200 gp to 1,200 gp (2d6×100)
INITIAL MATERIAL EXPENDITURE:	20,000 gp minimum

TABLE 2.2.2M: INFORMATION DISCOVERY TIME AND COST

QUESTION IS:	GENERAL	SPECIFIC	EXACTING	COST (GP)
Out of Fields	1d6 rounds	2d6 days	—	100/day
In Minor Field	1d4 rounds	2d10 days	5d8 days	1,000/day
In Major Field	1d3 rounds	1d12 days	3d10 days	500/day
In Special Category	1d2 rounds	1d10 hours	2d6 days	200/day

Rest and Recuperation: For every day spent in research the sage must spend 3 days resting. Interruptions during this downtime will result in additional days of rest and maximum costs and research times for any questions they are compelled to answer.

Demi-Human or Half-Human Sages: Most sages are human but sometimes sages of other ancestries will be encountered. Chances are they will not be interested in consulting with player characters—especially human PCs. As always, this rule depends upon their reaction to the players (Table 1.6.2.8a: *NPC and Monster Reaction*) and the circumstances of the encounter.

SCRIBE

Practiced in the art of writing, a typical scribe is expected to keep records, write letters and copy documents. Others may possess additional skills, such as cartography, counterfeiting, cryptography, illuminating or the ability to write, read or otherwise comprehend more than one language. Such accomplished individuals might command ten times the standard wage.

SHIP CREW

The availability of crews and ships in a given port willing to take service with a player character is at the discretion of the game master. A vessel must normally be suited to the waters into which it will venture and the crew recruited appropriate to the ship, as well as familiar with its handling; a mixed crew, for instance, is required for vessels that employ both sail and oar. A vessel and crew intended for river travel will be unsuitable for coastal voyages, just as a ship built for coastal trading will be of little use on the open sea. If any of these criteria are left unmet, there will be a significant chance of mishap.

Every ship, no matter the size, requires a master, at least one lieutenant, and a mate. In all respects other than those outlined below, these officers correspond to the mercenary captain, lieutenant, and sergeant, respectively. The master of the ship will expect to receive one half share of any treasure taken for every full share a player character receives; each lieutenant will similarly expect to receive one tenth share and each mate one fiftieth, whilst at least a further tenth share is to be distributed between the crewmen.

Lieutenant: Equivalent to a second or third level fighter, but incapable of conventional advancement by level. At least one lieutenant is required for every twenty crewmen or part thereof that makes up a ship's company, but not including mates. The monthly wage demanded by a lieutenant is equal to their level multiplied by 100 gold pieces.

Marine: Trained primarily to repel and engage in boarding actions, marines otherwise fight in close order as heavy footmen. Typical equipment includes scale armour, large shield, spear, short sword, and hand axe.

Master: Equivalent to a fifth to eighth level fighter, but incapable of conventional advancement by level. A ship must have a master of the appropriate type if it is to operate without fear of preventable disaster. The monthly wage required by a captain is equal to their level multiplied by 100 gold pieces.

Mate: Equivalent to a first level fighter, but incapable of conventional advancement by level. At least one mate is required for every ten crewmen or part thereof that makes up a ship's company.

Oarsman: Accustomed to protracted periods of steady rowing, oarsmen are well-paid and willing to fight as heavy footmen. Typical equipment includes studded armour, small shield, short sword, and dagger.

Sailor: Necessary for the operation of most sailing vessels, sailors will fight as light footmen, but are unwilling to wear body armour. Typical equipment includes small shield, short sword, and dagger.

SPY

Recruited to secretly watch the actions of others and gather information, a spy could be anyone from an under-paid and unhappy chamber maid to a professional thief or assassin. A player character wishing to engage the services of a prospective informer must do their own convincing. Fees may vary wildly, from perhaps a mere hundred gold pieces to many thousands, depending on the individual and the difficulty of what is asked. The base probability of successfully completing a task ranges from ten to fifty percent, in accordance with its complexity, and modified as appropriate by taking into account the class and level of the spy. A character who is often involved in subterfuge may be treated as though a spy of a level equivalent to the number of successful assignments they have carried out, within reasonable limits. Of course, there is always a small chance that a spy will be discovered, especially during a lengthy and complex assignment, and failure may result in disappearance, death or betrayal.

STEWARD

Responsible for the administration of a stronghold in the absence or inability of a player character, a steward holds a position of great prestige and trust. Usually, such an individual is promoted from the position of mercenary captain and will not afterwards take kindly to being asked to reassume that role, even temporarily. Whilst serving within the stronghold, a steward is capable of leading forty men-at-arms and two lieutenants for every level of experience they possess, as well as the necessary number of sergeants. Given that a fortress is well provisioned, garrisoned and supported at the time at which they are appointed, a steward will see to it that such remains the case. Of course, if a player character expects their dependents to vigorously resist any enemy action in their absence or incapacity, they must ensure that the loyalty of such men is strongly maintained. The monthly wage due to a steward is equal to their level multiplied by one hundred gold pieces.

Optional Rule: At the discretion of the game master, a henchman of the appropriate class and level might be appointed as steward, rather than a mercenary captain.

WEAPONER

Required for the production of complex weaponry and the maintenance of the arms of any soldiery; there must be at least one weaponer available for every sixty men-at-arms retained. Each must be provided with a workroom and forge at an additional cost, but sufficient apprentices and assistants are assumed in their monthly wage. Whilst otherwise unoccupied and given an initial month in which to prepare, or a year in the case of long and composite bows, a weaponer may produce various arms at the below rates and at a cost determined by the game master. A leatherer is necessary for the creation of scabbards and sheaths.

TABLE 2.2.2N: COMPLEX WEAPON PRODUCTION

WEAPON TYPE	DAYS TO PRODUCE
Bow, Long	6–15
Bow, Composite	6–15
Crossbow, Heavy	2
Scimitar	3
Sword, Bastard	3.75
Sword, Broad	2
Sword, Long	2.5
Sword, Short	1.5
Sword, Two Handed	6
Other	1

At the discretion of the game master, specialist weaponers may be required for the making of some weapons. For instance, a blade smith for the forging of swords and daggers or a bowyer and fletcher for the whittling of bows, construction of crossbows, and manufacturing of arrows. In any case, procuring the full time services of a weaponer should always be somewhat difficult.

A good deal more could be said on the subject of hirelings. Many possible common professions are not represented here, rates of pay that take into account the relative skill of individual craftsmen are not provided, supply and demand is not accounted for, nor is the difficulty and prospective cost of persuading standard hirelings to undertake work in hazardous conditions discussed. This is partly because such things are too variable to systemise adequately, but it also allows for individual game masters to develop the level of complexity that they are comfortable with.

2.2.3. HENCHMEN

Henchmen are classed and leveled non-player character adventurers in the service of higher level player characters. A third level magic-user, for instance, might take on a first level fighter henchman to act as their personal guard. However, the henchmen of a player character are more significant than mere hirelings; they become their companions, friends, and supporters, acting in their interests even in their absence. Indeed, a very loyal henchman may sacrifice their very life in defence of a player character or charge unbidden into the thick of the fray to rescue him. Consequently, henchmen are highly sought after by experienced players, and the number a character may have is limited by their charisma score.

Demographics: The number of henchmen available in a particular locale depends on the total population, and its predisposition towards attracting adventurer types. A prosperous trading city with 30,000 inhabitants might have 300 characters capable of level advancement, but only 1 in 10 of them are likely to be available and interested in serving as henchmen. The incidence of adventurers may be higher or lower, depending on the settlement, its circumstances, and the assumptions of the campaign milieu, perhaps varying by as much as a factor of five or more in either direction.

Recruiting: There are four basic ways in which a player character may attempt to locate a henchman, and each may be attempted only once a month, either individually or in combination. Hiring a public crier costs 10 gp, and will attract 1d10% of those available, whilst posting notices in prominent places costs 50 gp to draw 10d4% of the same. Using agents is costly at 300 gp, but will bring 5d10% of potential henchmen, and a minimum of 10%. A character willing to frequent the various inns and taverns available will induce 1d4% for every 10 gp spent ingratiating themselves with patrons and staff, to a maximum of 5d4%, but every such establishment visited, up to a maximum of ten, reduces the effectiveness of the others by 1%. Furthermore, each method used in combination beyond the first reduces the sum by 5%.

Response: The modified total resulting from recruitment efforts is the percentage of all available potential henchmen that respond. Following the first efforts at recruitment, applicants will appear over the course of 2d4 days. If the player character is not present at the agreed place when an individual seeks them out, then that recruiting opportunity is lost. Casting spells upon a prospective henchmen will result in an unfavourable response, though if they consent an exception might be made for know alignment or detect good/evil. Direct questions about alignment and other breaches of etiquette will also be poorly received.

Characteristics: Only relate to the interviewing player character what can be detected by normal observational means. Do not blurt out the character's alignment, constitution score, or level. Instead, allow a general idea of these attributes only as a reward to careful questioning on the part of the interviewer.

Ancestry: The ancestry of each respondent depends on the locality, and should be in proportion to the established ancestral demographic. That is to say, if the above prosperous trading city has a human population of 24,000, then 80% of candidates should be of that ancestry. If you wish to reflect a higher incidence of adventurers in the demi-human population, then consider doubling the number who respond.

Class: Use the table below to randomly determine class of applicants. Once characteristics are known, and given that the prospective character qualifies, there is a 1 in 10 chance that a fighter will actually be a ranger, and the same that they will be a paladin. There is similarly a 1 in 6 chance that a magic-user will be an illusionist, that a cleric will be a druid, or that a thief will be an assassin, given that the candidate meets the requirements for such a class. demi-humans may have two or three classes, if they have two scores greater than 13 in the relevant characteristics, and always assuming that they otherwise qualify.

TABLE 2.2.3A: CLASSES OF AVAILABLE HENCHMEN

D100	CLASS
01–40	Fighter
41–60	Magic-user
61–80	Cleric
91–00	Thief

Level: Newly recruited henchmen are generally first level characters. The exceptions to this are if the player character is higher than sixth level, or higher than twelfth level. If level 7-12, the character's reputation is such that 1 in 10 henchmen are second level; if level 13+, the character has achieved enough fame that 1 in 4 potential henchmen are second level, and another 1 in 4 are third level.

Cost: Once a potential henchmen is selected, there are still costs to be paid and negotiations to be completed. The minimum offer a henchmen will consider is 100 gp per level; this yields a 30% chance of the offer being accepted, which increases by 1% for each additional 10 gp offered above the minimum, up to a maximum of 60%.

Equipment: Prospective henchmen arrive with nothing but the clothes they are wearing and perhaps a few coppers in their pockets. This apparent lack of success as an independent adventurer is the main reason the henchman is seeking the position, and the offer must include complete equipment in accordance with the henchman's character class. Any magic items useful to the NPC will typically increase the chance of acceptance by 15%, magical ammunition counting only in groups of six.

Room and Board: The potential henchman always expects this. Not including an offer of free room and board decreases the chance of acceptance by 25%.

Treasure: The player character must explain to the prospective henchman their specific duties and what is more generally expected. The henchman will want to know what percentage of treasure will be apportioned, and what to expect with regards to magic items. In addition to living expenses, henchmen typically receive a half share of the treasure gained on a given expedition; they will also expect healing and other restorative spells as needs dictate.

The Offer: If the player character tenders an offer the game master adds up all the percentage modifiers listed above and any charisma adjustment from Table 1.1.7a. This is the offer acceptance chance; if the number rolled does not exceed this chance, then the non-player character accepts service as a henchman.

Exceptional Henchmen: In certain circumstances, a player character may have a relatively high level non-player character in their power, which may then lead to an offer of henchman status. In general, if such an NPC is more than two levels higher than the player character they will accept only associate status for one or two adventures. No inducement will cause a higher-level NPC to willingly accept a longer period of service. However, if the player character is more than two levels higher than the non-player character then an offer may be made normally in accordance with the above guidelines. In any other circumstances, the non-player character will agree to accept associate status for only 1d4 weeks or adventures. If an offer is accepted under threat, then the NPC will be of highly questionable loyalty.

Associates: Typically, associate non-player characters regard themselves as being the equal of any player characters, or perhaps their better; these NPCs may have been coerced, hired, or joined the party of their own free will and for their own ends. Regardless, such NPCs expect to be treated as a true member of the group, taking their fair share of the risks, and receiving a full share of any treasure or magic items gained. Associates rarely function in this capacity for any great length of time, usually one or two adventures.

2.2.4. LOYALTY OF HIRELINGS AND HENCHMEN

Sooner or later the loyalty of a non-player character will be put to the test.

Initial loyalty is 50%, adjusted according to the charisma modifier of the player character in whose service they are.

The following are guidelines for adjusting hireling and henchmen loyalty to correspond with prevailing circumstances, but they may also be applied more widely to help determine the reaction of other non-player characters and monsters (See Table 1.6.2.8a: *NPC and Monster Reaction*). An experienced game master is not expected to have to refer to these tables, as your own judgement will generally suffice.

There is some information in here (vicious treatment, brutal discipline) that are relevant to troops or hirelings who are in the service of a monstrous leader such as a demon or a giant. If a player character is of evil alignment, the same modifiers would also apply.

The following modifiers apply to morale checks (see Section 1.6.8: *Morale*).

ALIGNMENT OF PLAYER CHARACTER

ALIGNMENT	MODIFIER
Chaotic	-10%
Evil	-5%
Neutral	+0%
Good	+5%
Lawful	+10%

ALIGNMENT OF HIRELING OR HENCHMEN

ALIGNMENT	PLAYER CHARACTER	ALLIES	EXAMPLE
Similar	+0%	+0%	Lawful Neutral to Neutral
Different	-10%	-5%	Chaotic Neutral to Neutral Good
Opposed	-20%	-10%	Neutral Good to Chaotic Evil
Irreconcilable	-30%	-15%	Lawful Good to Chaotic Evil

STATUS OF HIRELING OR HENCHMEN

TYPE	MODIFIER
Conscript	-20%
Hireling	-10%
Follower	+0%
Henchman	+10%

LENGTH OF SERVICE

LENGTH	MODIFIER
0–1 month	-5%
0–1 years	+0%
1–2 years	+5%
2–3 years	+10%
3–4 years	+15%
4–5 years	+20%
5+ years	+25%

TRAINING OF HIRELING OR HENCHMEN

TYPE	MODIFIER
Untrained	-30%
Semi-trained	-20%
Trained, but untested	-10%
Trained	+0%
Veteran	+10%
Elite	+20%
Leader	+30%

PAYMENT OF HIRELINGS OR HENCHMEN

STATUS	MODIFIER
Unpaid	-20%
Late	-15%
Very Poor	-10%
Poor	-5%
Standard	+0%
Good	+5%
Very Good	+10%

TREATMENT*

TYPE	MODIFIER
Vicious	-20%
Cruel	-10%
Normal	+0%
Kind	+10%
Beneficent	+20%

DISCIPLINE*

TYPE	MODIFIER
Brutal	-10%
Indifferent	+0%
Fair	+10%

*As long as the hireling or henchman fears the leader and believes their actions will likely be observed or reported, treat negative modifiers as positive.

Other Considerations: Many other situations and circumstances are not accounted for or systemised above, and the game master should feel free to improvise. Being outnumbered or outclassed by enemies in a combat situation is a good example, as is the death, capture, or incapacitation of leaders. Acts of dishonour or evil may lower morale, just as acts of heroism and charity might raise it, depending on the alignment and disposition of the characters or monsters in question. Such factors could potentially swing immediate morale up to fifty percent or more in either direction.

Loyalty Test: A loyalty test may be called for in a variety of situations; most commonly it is taken when significant casualties are suffered during a combat encounter, but other moments of stress call for a test to determine how a non-player character reacts. Typical examples include being persuaded to give up a magic item, having the opportunity to steal without being discovered, or offered an inducement to act against the interests of the player character. In such circumstances, 1d100 is rolled and if the result is higher than the adjusted loyalty score of the character, then they give into temptation.

TABLE 2.2.4A: RESULT OF TESTED LOYALTY

ADJUSTED LOYALTY SCORE	LOYALTY
< 01	*None:* Could desert or worse at any time.
01–25	*Disloyal:* Will seek personal gain at all times.
26–50	*Somewhat Loyal:* Will serve, but exploit any advantage to the full.
51–75	*Fairly Loyal:* Will perform routine tasks most of the time.
76–100	*Loyal:* Will attempt to serve, even in difficult situations.
> 100	*Fanatical:* Will serve unquestioningly and fight to the death

General Note: The acquisition of henchmen and hirelings is key to long term success for player characters in the ongoing campaign. They provide a support structure that can help to minimise the worst misfortunes of defeat and reinforce the achievements of victory. Henchmen may even become prominent themselves, perhaps even becoming independent upon the death or retirement of the player character. However, non-player characters should not be treated lightly nor taken for granted; they should react in believable ways and pursue their own ambitions and interests when such seems reasonable. It is the responsibility of the game master to ensure that they are portrayed in a manner that keeps the game challenging for the players.

2.2.5. FOLLOWERS

Followers are gained when a character reaches "name" level and establishes a stronghold (and/or other requirements). Followers for clerics and fighters are fully described in the OSRIC Player Guide under the character class description. Druids, illusionists, magic-users, monks, and paladins do not automatically receive followers. Assassins, rangers, and thieves require a bit more detail.

2.2.5.1. FOLLOWERS FOR ASSASSINS

Assassins gain followers only when they take control of a guild. Out of the guild's 6d4 assassins, one quarter of them will remain as the character's followers. Roll independently for each assassin, below.

TABLE 2.2.5.1A: DETERMINING LEVEL OF ASSASSIN GUILD MEMBERS

DIE ROLL (D100)	ASSASSIN LEVEL
01-20	1
21-45	2
46-65	3
66-80	4
81-90	5
91-95	6
96-00	7

2.2.5.2. FOLLOWERS FOR RANGERS

If the player decides to assemble a Band of Merry Folk, then 6d6 followers come to the character's banner. They are of human and demi-human ancestry. Half are 0-level characters. The others begin as first level characters of various classes. Importantly, these character types may be used as henchmen without affecting the character's limit on henchmen.

If the ranger chooses to assemble a Band of Magical Creatures, the GM decides exactly which creatures join:

- 1d4 Magical Animals, each of which can be a bear, dire wolf, giant badger, giant eagle, or giant owl.
- 1 Steed, a centaur, hippogriff, pegasus, or a unicorn.
- 1d3-1 Sylvan Creatures, which could be brownies, dryads, naiads, pixies, or satyrs.
- If the result for Sylvan Creatures is 0 or 1, add 1 Sylvan Guardian, which could be a young copper dragon, a treant, werebear, or weretiger. The were-creatures might have spellcasting abilities of a druid of level 1d6.

The Magical Creatures have normal stats for the monster type, with the following changes:

1. They can talk, and magically know the common tongue. At your GM's option they might also speak elven and/or fey tongues.
2. If they're of less than Low intelligence, then their Intelligence is increased to Low.

2.2.5.3. FOLLOWERS FOR THIEVES

If a 10th level thief kills or otherwise displaces the leader of the local thieves' guild, they inherit the 6d4 thieves currently in the guild as followers. If the character establishes their own rival thieves guild, they will attract 6d4 thieves as followers, but the character's new guild will be in immediate, lethal competition with the existing thieves' guild. Roll independently for each thief involved, below.

TABLE 2.2.5.3A: DETERMINING LEVEL OF THIEF FOLLOWERS

DIE ROLL (D100)	THIEF LEVEL
01-10	1
11-20	2
21-45	3
46-65	4
66-80	5
81-90	6
91-00	7

2.2.6. NPC “BUILDS”

The first thing to understand is that as the Game Master, you can “build” an NPC any way you choose. There are no rules for constructing an NPC. There *are* rules for determining how much XP the NPC is worth if defeated as a monster, and there are guidelines for how much it would cost to hire the NPC, but you can throw together any combination of hit dice, abilities, spells, and armour to create a “stat block” for an NPC.

In terms of the rules, here are a few existing NPC builds:

2.2.6.1. 0-LEVEL NPC

This is a catch-all description for NPCs that don’t have a character class, have fewer than 2 hit dice, and are members of an ancestry that *can* have player characters. For example, when elves are encountered, the normal elf has 1+1 HD. This is a 0-level NPC. A normal human is either untrained (1d4 hit points) or trained (1d6 hit points). 0-level NPCs attack in accordance with their hit dice: both trained and untrained humans are less 1d8-1 hit dice, so they attack on the monster attack table in the “<1-1” category, and make saving throws in the “<1 Hit Die” category. 0-level elves, on the other hand, have 1+1 hit dice, so they attack and make saving throws in that category.

2.2.6.2. 0-LEVEL NPC WITH PROFESSIONAL SKILLS

Most of the Expert Hirelings fall into this category. An alchemist or engineer available for hire will have the skills described for their Expert Hireling type, and (if human) would have 1d4 or 1d6 hit points. There are probably alchemists with higher hit dice (see below), but they aren’t usually available as hirelings.

2.2.6.3. NPC WITH A CHARACTER CLASS OR CLASS LEVELS

Some of the Expert Hirelings (a Captain of Soldiery, for example) fall into this group. Hiring a Captain gets you an NPC who is a fighter level 5-8. Note that the “character class” is just a reference point and a resource for you. You can create an NPC with the abilities of the Supreme Druid who isn’t technically a druid, and isn’t part of the druidic hierarchy. Maybe it’s a powerful fey lord, but it’s convenient to just give it the same set of druid spells and hit dice as the Supreme Druid. Nothing says you can’t create an NPC in this way. An NPC who is a spellcaster from another dimension using mental powers that happen to match the spells cast by a 5th level magic-user? No problem. In many cases you will see NPCs who are listed as “having the abilities of [character class and level]” but there’s something else about them.

2.2.6.4. AN NPC-ONLY CLASS

There are two official NPC classes in OSRIC: the witch-priest and the witch-crafter (formerly “shaman” and “witch-doctor” in AD&D), and potentially many more NPC classes could be created. It makes sense to create an NPC-only class when there are lots of this type of NPC in the world, and they may be encountered at different levels of difficulty. That’s when you as the GM might want a “formula” for spells, hit dice, and so forth. In the case of the “shaman” and “witch-doctor,” AD&D needed a formula for monsters that could cast spells. The authors didn’t want to say that a gnoll spellcaster had “magic-user levels”, because magic-users have a d4 hit die whereas a gnoll spellcaster needed to be stronger than that. So, they wrote a special “NPC Class” to cover humanoid spellcasters.

In any case, it normally doesn’t make sense to create a whole NPC class for a new type of NPC, but if you’re going to re-use it a lot (such as spellcasters for humanoid monster-types), then it can be useful.

2.2.6.5. NPCS WITH EXTRA HIT DICE AND UNUSUAL POWERS

You can create an NPC with unusual talents. Let’s take as an example a hedge witch the players are going to encounter. You don’t have to create a whole NPC class for a “Hedge Witch”. You can just decide that your witch has 4 hit dice, an armour class of 7 [13], and can cast *remove/bestow curse, detect magic, cure disease, and confusion*. There’s no rhyme or reason to that spell list, but it feels “witchy” and gives her the resources you want her to have. Now, if there’s a combat and she’s defeated, you will have to figure out how many XP she’s worth, but that’s done the same as for any monster on Table 2.1.4a: *Experience Point Awards for Monsters*.

2.2.7. NPC CLASSES: WITCH-PRIESTS AND WITCH-CRAFTERS

Many monster species include certain individuals who can cast spells. Since the “base creature” might be a lot more powerful than a one-hit-die human, and since character classes are more complex than necessary for a combat encounter, these spellcasters are treated more as a template than a full character class.

For backward reference to AD&D or OSRIC 2, the “shaman” is now termed a “witch-priest,” and the “witch doctor” is now termed a “witch-crafter.”

Witch-priests are simplified clerics, and witch-crafters are simplified cleric/magic-users. Both kinds of monstrous spellcaster must choose their spells from a restricted list. Unlike player character clerics or cleric/magic-users, neither witch-priests nor witch-crafters get any bonus spells from high ability scores.

After the first level, for each additional level the witch-priest or witch-crafter has in its highest-level class, it gains +1d6 hit points (this does not increase its hit *dice* for saving throws or attacks) and +1 on its attack rolls. So, for example, an orcish witch-priest/witch-crafter who is 5th/4th level has 4 additional levels in its highest class. It has 1d8 hp (because it's an orc) +4d6 hp (because it has a 5th level). Compared to a regular orc, it attacks at +4.

Experience point requirements are usually not relevant, since this is an NPC class, but are provided in case a witch-priest or witch-crafter somehow becomes a henchman.

2.2.7.1. WITCH-PRIESTS

Witch-priest is not an available character class for players.

Any ancestry that is bipedal and roughly humanoid can have witch-priests, subject to level limits (see below). Other monster-type ancestries are at the GM's discretion. *Example:* this is an easy "class" to add to a zombie that somehow retained intelligence, and might also be added to an unusually intelligent dolphin or shark if it works for your world-setting.

TABLE 2.2.7.1A: WITCH-PRIEST ADVANCEMENT

LEVEL	ADDITIONAL XP NEEDED	ADDITIONAL HIT POINTS (D6)	ADDITIONAL TO-HIT BONUS	1	2	3	4
1	N/A	0	+0	1	—	—	—
2	1,500	1	+1	2	—	—	—
3	3,000	2	+2	2	1	—	—
4	6,000	3	+3	3	2	—	—
5	13,000	4	+4	3	3	1	—
6	27,000	5	+5	3	3	2	—
7*	55,000	6	+6	3	3	2	1

*7th level is the highest level available for this NPC class.

TABLE 2.2.7.1B: WITCH-PRIEST MAXIMUM LEVEL BY ANCESTRY

THIRD LEVEL MAXIMUM	FIFTH LEVEL MAXIMUM	SEVENTH LEVEL MAXIMUM
Ettin	Batrachian	Giant (but not cloud or storm giants*)
Ogre	Bugbear	Goblin
Troglodyte	Gnoll	Hobgoblin
Troll	Kobold	Lizardfolk
	Orc	Neanderthal

*Rarely, cloud giants and storm giants can be full (non-witch-priest) clerics, full (non-witch-crafter) magic-users, or illusionists.

SPELLS

Witch-priests must choose their spells from the following lists. If the spell has a reverse, then the witch-priest can also choose to learn the reverse, regardless of alignment.

TABLE 2.2.7.1C: WITCH-PRIEST SPELL LIST

FIRST LEVEL	SECOND LEVEL	THIRD LEVEL	FOURTH LEVEL
Cure Light Wounds	*Augury*	*Cure Blindness*	*Divination*
Detect Evil	*Chant*	*Cure Disease*	*Exorcise*
Detect Magic	*Detect Charm*	*Dispel Magic*	*Neutralise Poison*
Light	*Resist Fire*	*Locate Object*	*Tongues*
Protection From Evil	*Snake Charm*	*Prayer*	
Remove Fear	*Speak With Animals*	*Remove Curse*	

2.2.7.2. WITCH-CRAFTERS

Witch-crafter is not an available character class for players.

Any ancestry that is bipedal and roughly humanoid can have witch-crafters, subject to level limits (see following table).

TABLE 2.2.7.2A: WITCH-CRAFTER ADVANCEMENT

				DIVINE SPELLS				ARCANE SPELLS	
LEVEL	ADDITIONAL XP NEEDED	ADDITIONAL HIT POINTS (D6)	ADDITIONAL TO-HIT BONUS	1	2	3	4	MU 1	MU 2
1	N/A	0	+0	1	—	—	—	1	—
2	3,900	1	+1	2	—	—	—	2	—
3	5,400	2	+2	2	1	—	—	2	1
4	12,000	3	+3	3	2	—	—	3	2
5	23,000	4	+4	3	3	1	—	3	2
6	37,000	5	+5	3	3	2	—	3	2
7*	65,000	6	+6	3	3	2	1	3	2

TABLE 2.2.7.2B: WITCH-CRAFTER MAXIMUM LEVEL BY ANCESTRY

SECOND LEVEL MAXIMUM	FOURTH LEVEL MAXIMUM
Bugbear	Batrachian
Gnoll	Goblin
Kobold	Hobgoblin
Lizardfolk	Human Cavemen
	Orc

SPELLS

Witch-crafters must choose their spells from the following lists. If the spell has a reverse, then the witch-crafter can choose to learn the reverse.

TABLE 2.2.7.2C: WITCH-CRAFTER DIVINE SPELLS

FIRST LEVEL	SECOND LEVEL	THIRD LEVEL	FOURTH LEVEL
Cure Light Wounds	*Augury*	*Cure Blindness*	*Divination*
Detect Evil	*Chant*	*Cure Disease*	*Exorcise*
Detect Magic	*Detect Charm*	*Dispel Magic*	*Neutralise Poison*
Light	*Resist Fire*	*Locate Object*	*Tongues*
Protection From Evil	*Snake Charm*	*Prayer*	
Remove Fear	*Speak With Animals*	*Remove Curse*	

TABLE 2.2.7.2D: WITCH-CRAFTER ARCANE SPELLS

FIRST LEVEL	SECOND LEVEL
Affect Normal Fires	*Audible Glamour*
Dancing Lights	*Detect Invisibility*
Identify	*Invisibility*
Push	*Levitate*
Shield	*Magic Mouth*
Ventriloquism	*Scare*

CHAPTER THREE: RUNNING A DUNGEON ADVENTURE

A dungeon or other adventure setting is more than merely monsters and treasures. The clever GM will draw the players into the world by serving as their eyes and ears. Compare and contrast the following statements:

Example #1: "Your party travels down the 60ft corridor without incident and arrives at a locked door."

Example #2: "With the thief scouting for traps in front of the party, you proceed slowly down the corridor. The guttering torchlight throws eerie, flickering shadows upon the walls, revealing darker stone and cruder workmanship than that of the previous level. Unfortunately the torchlight doesn't shed enough light to see to the end; all you can see by the yellow flame is the corridor continuing on into the darkness 40ft away. A faint current of icy cold air blows into your faces, carrying with it a dank and mouldy smell as the thief pauses for a moment, looking at something on the damp stone floor before continuing. As you pass by you note the badly dented helmet the thief was examining. It appears damaged beyond all use. From somewhere behind comes the faint sound of slithering—perhaps the sound of one of the many pests inhabiting the lower levels of the dungeon, or is it something more? After travelling about 60ft, you arrive at a solid looking door, its heavy wood beams solidly bound with rusting iron. The slithering noise has ceased, for now."

Both passages describe the same 60ft trek down an empty corridor to a door. Compare the dry and somewhat terse language of the first with the complete involvement of the player's senses contained in the second: the GM describes what the characters see, smell, and hear. They have arrived at the door and are very likely wondering what may be prowling the corridor behind them, just outside of the range of their puny torches. It's a harmless pest, but the players don't know that; the GM is simply telling them what the characters hear. Now contrast the two door descriptions. The players go from a rather bland statement about the door being locked, information to which they should not yet have access, to almost seeing the patches of rust on the sturdy iron bindings and wondering if they will easily get through the door.

CHAPTER FOUR: RUNNING WILDERNESS-EXPLORATION ADVENTURES

For the purposes of this section of the OSRIC rules, "Wilderness" can mean any adventure in open country, including adventures at sea. The basic unit of time for wilderness exploration is the day. It is a good idea for you to use paper marked with a hexagonal grid ("hex paper") to pre-draw maps of the wilderness before the players explore it, if possible.

This method can be used for any sort of travel, but it's more of a general resource if your wilderness adventure doesn't call for something more specific. For example, civilised areas aren't really covered in the "rules" at all. Many planned wilderness adventures will have a "fast travel" encounter table that keeps the pacing on track.

2.4.1.1. WEATHER

Some GMs write campaigns with detailed rules for randomly generating the weather by month or season. Others prefer to decide the weather on the spur of the moment based on their gut feeling or to create a sense of narrative tension. This is not a matter in which generic tables would be helpful—a campaign set in a Norse winterland would need quite different tables to one set in a Caribbean archipelago—so no weather-generation rules are provided here. The GM must decide and advise the party accordingly.

2.4.1.2. NAVIGATION

The party will never become lost if following a road, river or other natural feature, nor if they are following an accurate map, nor if they are travelling over terrain at least one party member knows well. (This could include an NPC guide if one is hired for the purpose.)

Otherwise, the party's chance of getting lost depends on the terrain and prevailing weather conditions. If the party is crossing a flat savannah towards a range of mountains they can see, the chances of becoming lost are negligible, but if they are travelling a forest at night through thick fog, getting lost is virtually guaranteed!

Getting Lost: As a guideline, allow a 10%–25% chance of getting lost if the party is crossing normal terrain and taking normal precautions.

If the party does become lost, determine their actual direction of travel randomly. In most cases they will go somewhere within a 60° arc in front of them, but if the roll is particularly bad, the GM may adjust this to 120°. Only in exceptional circumstances will the party get completely turned around.

2.4.1.3. WANDERING MONSTERS

Normally you should make two checks each day, with a 1 in 12 chance of an encounter, and a third check at night.

As always, GM discretion is critical—adjust this frequency downwards if the party is crossing patrolled and civilised terrain, and upwards if they wander into a goblin-infested forest, for example.

Distance for a Wilderness Encounter is 1d4+4x10 yards (1d4+4 x30ft) UNLESS either side is surprised. If either side is surprised, the encounter takes place at closer range of 1d3x10 yards (1d3x30ft). You may modify this based on the circumstances (ambushes, terrain, line of sight).

2.4.1.4. CAMPING

The party has to make camp and sleep, if spell casters are to regain their spells. Mounted parties will normally need to rest their animals and armoured player characters, or physically weaker ones, will need rest and sleep. In a forced march situation (See Forced Marches in Section 1.5.3.2: Outdoor Movement), resting is critical. No human or demi-human in OSRIC may go four nights without sleep.

Sensible parties will set a watch rota overnight, with different characters standing watches to ensure the safety of the sleepers.

2.4.1.5. AERIAL AGILITY

Wilderness adventures can involve flying creatures. This section outlines the basics of aerial movement to assist you with flying monsters and movement on flying mounts.

Flying creatures gain altitude at half their movement rate and dive at a 45° angle, descending 1ft for every 1ft of forward movement. Creatures with aerial agility level VI are not subject to these two restrictions (see below). Diving attacks over 30ft grant a double damage bonus vs non-diving targets, including ground targets. Attacking while climbing incurs no damage or attack penalty. The GM may wish to consider an operational flying ceiling of 5,000ft above sea level, the upper limit of breathable air without special means on Earth, though a campaign world might be quite different.

Apart from aerial agility level I, the lower level classification of fliers are generally larger, more massive creatures. Lighter and smaller creatures tend to be classed in the higher levels.

Except for very large creatures, such as dragons, riding a flying monster reduces its aerial agility by one step.

The levels enumerated below represent stops along a spectrum of ability, so the GM may assume a small amount of variance within each level. Turning capacity assumes full movement rate; creatures moving at half-speed turn as one class higher. Level II, III, and IV creatures must be moving at least half-speed to remain airborne.

Level I: Barely a flying creature, these creatures float on the air, allowing the wind currents to carry them from location to location. These creatures can sometimes slightly alter their direction of travel or move at very slow speeds, but otherwise manoeuvre like a hot air balloon (e.g. *levitate* spell). This category also includes gliding creatures, such as flying squirrels or flying fish, that travel through the air but do not truly fly.

Level II: Creature requires 5 rounds to reach full aerial movement rate and can turn 30° per round (e.g. dragon).

Level III: Creature can reach full aerial movement rate in 2 rounds and can turn 60° in one round (e.g. sphinx).

Level IV: Average agility. Flying creatures of this type reach full airspeed in 1 round and can turn 90° per round (e.g. ***flying carpet***, giant bat).

Level V: Full airspeed is reached in 6 segments and the flier can turn 120° per round. These creatures can also come to a complete stop in 6 segments and are capable of hovering in place (e.g. *fly* spell, mephit).

Level VI: These are creatures born to fly, taking to the air as naturally as a human walks on the ground. Such fliers can reach full speed or complete stop in 1 segment, and can hover. Level VI fliers can easily reverse course in flight, gracefully executing turns of 180°. A Level VI flier has nearly complete control over their movement in the air (e.g. genie, air elemental).

2.4.1.6. WATERBORNE AND UNDERWATER ADVENTURES

Movement in sailing vessels depends crucially on the wind. A sailing ship can make progress into wind coming from nearly ahead of her (the process is called "tacking"), but for travel at any great speed, the wind must be from somewhere roughly behind. GMs expecting to run a campaign where lot of action takes place at sea should probably decide on prevailing trade winds, because a purely random way of deciding this will lead to ships making little headway over a statistical long term.

Movement underwater may become an option if the players discover the correct magic items. All missile weapons, many hand weapons and many spells are virtually useless in this environment—assume that magic invoking fire will fail, and if it involves lightning, will most often strike the caster.

CHAPTER FIVE: RUNNING OTHER TYPES OF ADVENTURES

There are other types of adventures than dungeons and wilderness exploration, but these can vary so much that they don't have a set of baseline procedures like dungeons and wilderness exploration.

2.5.1. ADVENTURES IN TOWNS AND CITIES

Most activities that characters perform "in town", such as gathering information, hiring men-at-arms or guides, purchasing equipment, liquidating treasure, resting and healing, hiring NPC spell casters to identify unknown magic items or remove afflictions, training to gain new levels, etc. can be handled abstractly. It occurs "offstage"—the players make notes in their records (adding or subtracting the corresponding amounts of gold), the GM notes the number of days that have passed, and the game resumes when the players are next ready to venture into the dungeons or wilderness.

Sometimes the group will wish to play out one or more of these in-town activities rather than relegating them to an offstage between-session limbo. This could be as simple as a few minutes' pre-expedition interviewing potential hirelings, or post-adventure cajoling a local wizard to transform an unfortunate companion back into a human for a reasonable rate, or as complex as a whole session spent gathering intelligence for a major expedition. Some adventures can take place in-town with only brief dungeon or wilderness interludes, such as a murder-mystery or an adventure focusing on diplomatic negotiations or political skullduggery.

Even when these sorts of activities are played out, they still tend to be conducted in a more abstract and free-form manner than a dungeon or wilderness adventure. For instance, in town-based adventures the players rarely if ever draw a map, record-keeping of supplies such as torches or rations is rarely an issue, and a strict marching order may not be necessary or even applicable. Even the notion of keeping the party together often falls by the wayside as one character buys equipment while another gathers rumours from travellers at the inn, and a third visits the local temple. When a less-abstract reckoning is required, such as when the party is venturing into a dangerous Thieves' Quarter and are in danger of being ambushed and mugged, then the norms and standards of a dungeon exploration will generally apply—time measured in turns, movement in tens of feet (typically at the "travelling" rate of 5× normal, if the party is not mapping or expecting traps), "wandering monster" checks every 3rd turn (though in town such an encounter is usually with a beggar, urchin, pick-pocket, member of the town watch, or one of Gary Gygax's infamous Wandering Prostitutes).

Because adventures in town tend to be so much more free-form than dungeon or wilderness exploration, they can be harder for the GM to run. There is no convenient flowchart of steps, making it easier to overlook things. Also, because town adventures tend to focus more on negotiation and in- character conversation between players and NPCs, the focus is more one-on-one of player to GM. Other players whose characters are not involved in a particular scene can be left sitting around observing and waiting for their "turn" which can lead to player boredom and frustration. For both of these reasons, town adventures are only recommended for experienced GMs, for small groups of players, and for those who particularly enjoy the in-character "play-acting" aspect of the game. Be wary of bored players who might have their characters pick random fights in town just to have something to do, and realise, if this does happen, that the blame can lie as much or more with the GM than with the player.

2.5.2. EXPLORING THE PLANES

These rules mention the Planes of Existence in many places, but for the purposes of the OSRIC core rules, the authors do not intend to explain very much about them. This is deliberate—the planes are intentionally left blank as a possible route for future creativity. They are for higher-level play (for characters of at least 10th level), when play in the normal game world should be growing too easy. The OSRIC core rules game balance begins to break down at higher levels than this, though enjoyable adventuring in carefully-designed environments may still be possible.

THE PLANES OF EXISTENCE

The normal campaign world is situated on the Prime Material Plane, wherein things and creatures are generally made of matter (hence "material"). There are two planes immediately contiguous with the Prime Material Plane: the astral and ethereal planes. These planes are misty, vaporous places. It is possible dimly to perceive the Prime Material Plane from the astral or the ethereal, but only as shadowy and indistinct shapes and forms. A creature the size of a human is only visible within about 30ft of the viewer. While certain magical creatures can perceive the astral or ethereal planes or even attack within them, apart from this a character on an alternative plane is completely imperceptible: not just invisible, but silent and similarly concealed from all senses.

A character can use the astral or ethereal planes to pass through solids such as walls on the Prime Material. Such things are not solid at all on these planes. If the character is "inside" a solid object via this route, visibility is zero; the character is effectively blind. They must emerge into some open area, or return to the Prime Material will be fatal, no saving throw.

When a player character enters a new plane, they make a "bloink", like the splash when someone jumps into water. Powerful hostile creatures on the planes can detect the "bloink" and will move to intercept. A character below 10th level may remain on another plane for up to 1d6 turns. Beyond that, assume they are consumed by the astral/ethereal equivalent of a grue. In other words, that character is gone, permanently and irrevocably destroyed without any possibility of raising or resurrection short of a *wish*.

Certain other planes (the elemental planes, the abyss, the hells, the negative material plane, and so on) are mentioned from time to time. These references are deliberately left obscure.

In the planes, things are different. The core rules will not necessarily apply. Magic items and spells may not function as they would elsewhere. "To hit" and damage rolls may vary, as may class abilities, saving throws or indeed anything else at all.

When a character above 10th level desires to explore the planes, as will eventually happen in a long-running campaign, the GM will need to determine what happens there.

By that stage, the authors hope, the GM will be sufficiently experienced to cope with the situation and indeed enjoy rising to the challenge.

The authors would like, in the fullness of time, to release an optional supplement or supplements about the planes, but this will not form part of the OSRIC core rules.

CHAPTER SIX: AN EXAMPLE DUNGEON

EXAMPLE DUNGEON KEY

BACKGROUND

A band of marauding orcs have been sporadically attacking merchant wagons in this area for two months, and the local authorities have hired the party to track down and deal with the creatures once and for all.

Based on the range of the attacks and the local terrain, the orcs are believed to be based somewhere in the nearby foothills. The hills are dotted with mostly uncharted caverns and crevices that are home to creatures of all sorts.

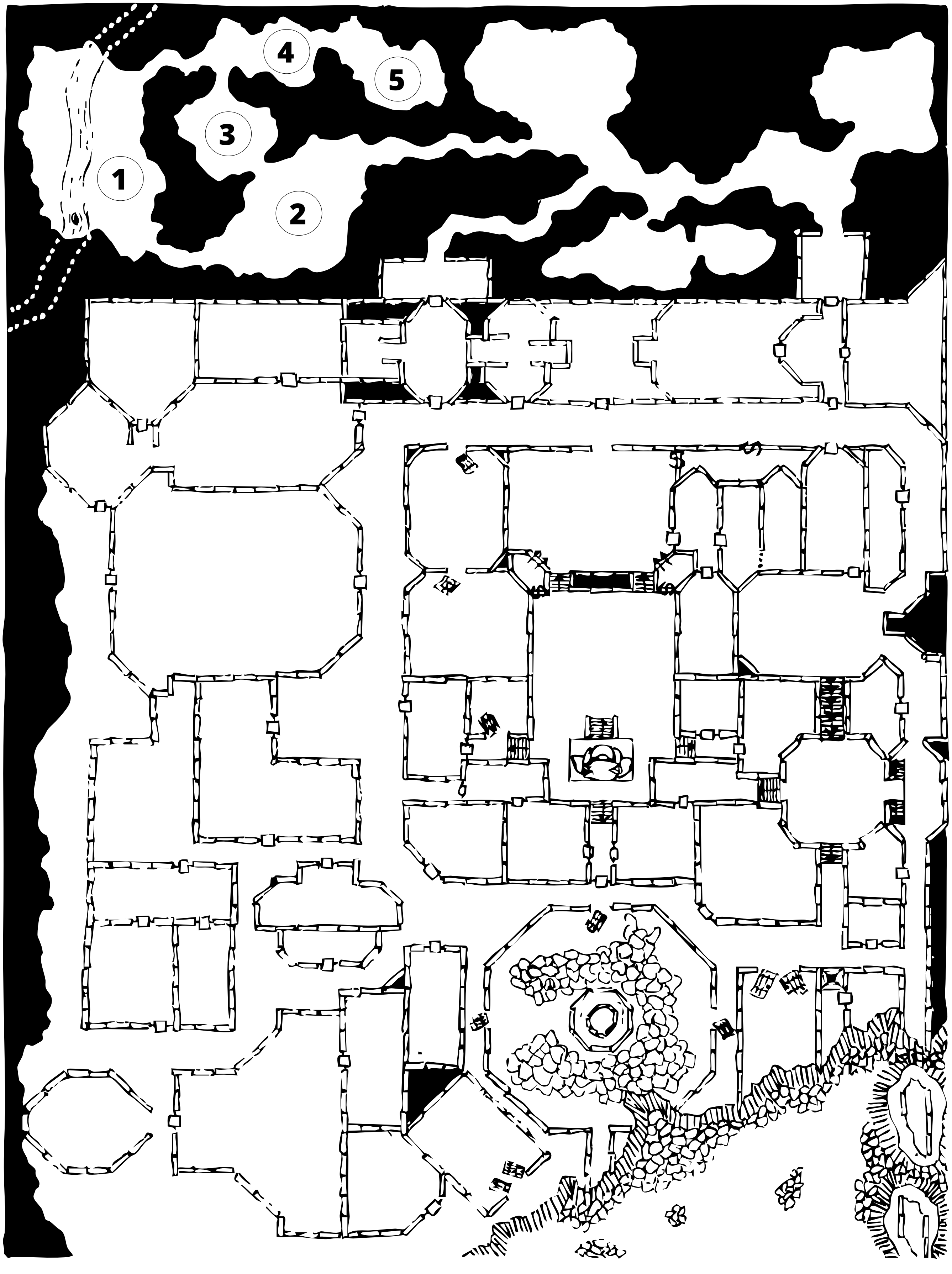
START

After days of searching and tracking, the party has traced the orcs to a small cave at the southern end of the foothills. A small stream flows into the cave and there is much evidence of foot traffic going in and out.

The party will find the stream is initially shallow and follows the depths of the cave deeper into the hills. As it travels downward, the cave narrows into a tight passageway roughly 4ft wide and 7ft in height. Ninety feet in, the stream becomes about 3ft in depth and flows through Room 1.

MAP KEY

1. **Guard Cave:** The stream continues through this area and flows out through a smaller tunnel to the north. Attempts to follow the stream will be difficult, if not impossible, as the tunnel rapidly narrows until it is filled by the rushing water. This cave is occupied by 6 orcs (hp 6, 6, 5, 5, 3, 3) each armed with spears and hand axes. Unless the party takes extreme caution, any entrance through the stream tunnel will cause ripples thus alerting the guards. They will attempt to surprise and attack the first PC to enter by hurling hand axes and then attacking with spear thrusts. Each guard carries 2d6 sp and 2d8 cp on him. This room is occupied with sleeping skins, food of the most terrible sort, and water skins. A crude playing table is covered with a pair of knuckle bone dice, 24 sp and 7 gp.
2. **Common Sleeping Area:** All orcs live here unless occupied elsewhere. Enough sleeping skins and cots are present for the entire contingent. A central fireplace creates a smoky atmosphere. This common area is filled with long rough tables, captured tapestries (4 worth 50 gp each; the rest are worthless), assorted silverware and other utensils worth a total of 250 gp, and the stuffed and mounted head of a manticore (the orc leader claims to have slain the creature single-handedly; in actuality they found it already dead from old age and took the head as a trophy… the astute PC will notice the head has no teeth). 12 orcs (hp 8, 8, 7, 7, 6, 6, 5, 5, 5, 4, 4, and 4) stay here when not on duty in the GUARD CAVE or needed elsewhere. Of these, ten wear leather armour. Six are armed with spears and hand axes, four are armed with short swords and spears, and the two orcs with 8 hp are armed with broad swords and wearing chainmail armour and carry shields. The two toughest orcs keep on their persons 3d20 gp and 4d8 sp each. The remainder possess 2d6 gp and 2d20 cp each.
3. **Arsenal:** Assorted arms captured on raids and not used by the orcs will be stacked in here. The inventory is as follows: 1 stack of 25 spears, 1 pile of 6 daggers, 1 pile of 5 short bows, 2 piles of 5 quivers each (one pile has all quivers fully filled; the second pile has quivers in various states of capacity), 1 stack of 8 short swords, and 1 stack of 5 halberds.
4. **Dog Kennel:** The orcs keep 4 war dogs (hp 6, 5, 5, 5) here behind a crude wooden fence, and will retrieve them if any invading force totals four or more. Various bones, both animal and sapient, can be found scattered through this den, but there is nothing of value to be found.
5. **Goods Storage:** The orcs keep in this cave all the assorted goods taken during raids. If the party has time, a thorough perusal of the contents will reveal: 3 barrels of oil, 200 lbs of various cloths in bolt form (worth 50 gp total), 30 various iron pots and pans, 14 books on various themes (none magical), 1,500 lbs of lumber cut in various sizes and shapes, 1 keg of large nails, and 4 mounted animal heads (2 large deer, an ogre, and a pegasus).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5

CHAPTER SEVEN: DESIGNING A DUNGEON ADVENTURE

VLB
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Not all OSRIC adventures involve dungeons—but many will. Dungeon design is an art rather than a science, and can be surprisingly satisfying. The purpose of the following sections is partly to help a harassed GM, or one short of time, to create areas of a dungeon randomly, and partly to give some indication of what kinds of challenge are suitable for which parts of the dungeon.

A good resource for all adventure design tasks is the Mythmere Games ***Tome of Adventure Design***, which may be found on our website (mythmeregames.com).

2.7.1. RANDOM DUNGEON GENERATION

This GM aid is designed for on-the-fly dungeon generation when a gaming session takes an unexpected turn. It can also serve to spur the imagination when one's artistic abilities fail and can even be used for solo play. The following tables should be appropriate for everything from one level side-quests to generating add-on levels for the GM's own mega-dungeon. The GM is advised to freely "fudge" the die roll if an impossible result is generated. If the tables dictate a room which will not fit in the available space, for instance, then either resize the room or reroll. Remember at all times the random dungeon generator is an aid rather than a hard and fast set of rules. For the purposes of this table OSRIC defines a room as having exits which are closed by a door or other portal, whereas a chamber has open exits such as archways.

HOW TO CREATE A RANDOM DUNGEON:

Step 1: Roll or pick a starting area on Table D-1. If the pre-generated starting areas are used, skip to step #6. If an empty starting area is desired, then skip to step #7.

Step 2: Roll room shape and size on Table D-2a *or* Table D-2b.

Step 3: Roll number of exits on Table D-5.

Step 4: Roll for location of room exits on Table D-6.

Step 5: Roll direction for chamber exit passages on Table D-7, or what lies beyond the door for rooms on Table D-20.

Step 6: Roll contents for room on Table D-8, consult sub-tables for content as indicated.

Step 7: If no particular table is indicated, the corridor continues for 30ft. Then check Table D-18: General.

After the room is completely resolved, begin rolling up the various corridors and rooms generated in step #4 using the steps above as a guideline.

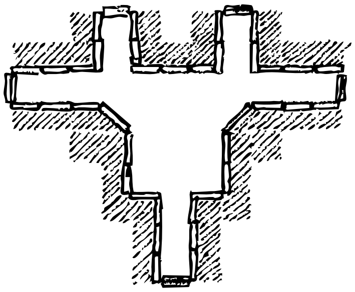
STARTING LOCATION

Use this table if you are starting from scratch. If you already have a starting location go to Table D-7: Exit Direction, Passage or Table D-19: Behind the Door; as appropriate. If you wish to begin your dungeon with a more standard starting room result proceed to Table D-2: Rooms & Chambers.

TABLE D-1: STARTING AREA SHAPE

D6	STARTING AREA	D6	STARTING AREA
1	Use area I	4	Use area IV
2	Use area II	5	Use area V
3	Use area III	6	Use area VI

I



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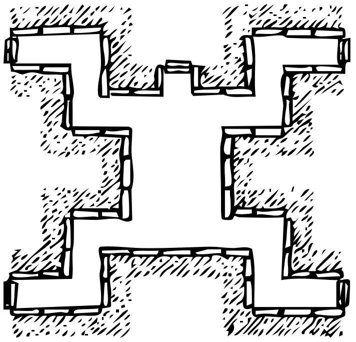

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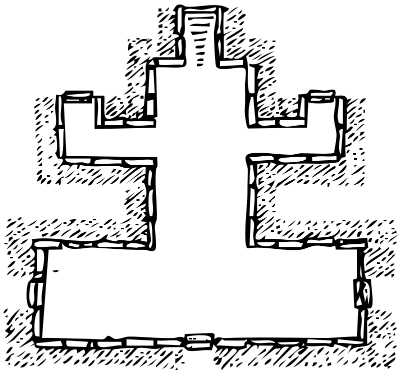

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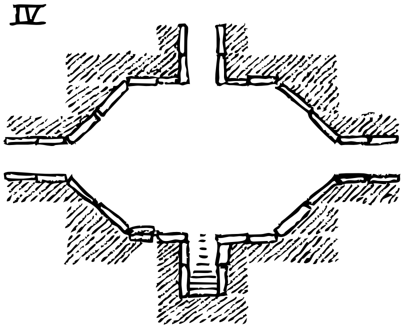

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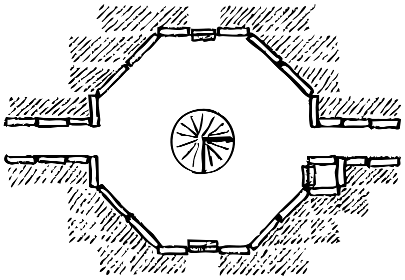

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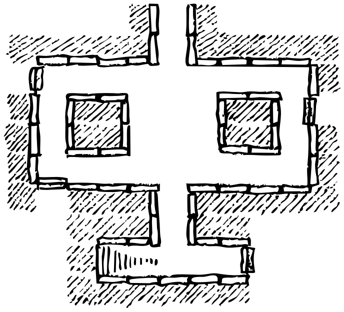


ROOMS AND CHAMBERS

Rooms have doors exiting them. Chambers are open areas with open archways leading out, instead of doors. If in doubt, just roll 50/50 to decide whether to use Table a or b.

TABLE D-2A: ROOM SIZE

D20	ROOM SIZE
1	10ft×10ft
2–4	20ft×20ft
5–7	30ft×30ft
8–10	40ft×40ft
11	10ft×20ft
12–13	20ft×30ft
14–15	20ft×40ft
16–18	30ft×40ft
19–20	Special*

*refer to Table D-3: Special Rooms or Chambers.

After generating room size, proceed to Table D-5: Number of Exits.

TABLE D-2B: CHAMBER SIZE

D20	CHAMBER
1	10ft×20ft
2–4	20ft×20ft
5–6	30ft×30ft
7–8	40ft×40ft
9–10	20ft×30ft
11–13	20ft×40ft
14–15	40ft×50ft
16–17	40ft×60ft
18–20	Special*

*refer to Table D-3: Special Rooms or Chambers.

After generating chamber size, proceed to Table D-5: Number of Exits.

TABLE D-3: SPECIAL ROOMS OR CHAMBERS

D20	SHAPE
1	Cave
2–6	Circular*
7–8	Hexagonal
9–10	Octagonal
11–12	Oval
13–14	Special**
15–17	Trapezoidal
18–20	Triangular

*Roll 1d20: 1–6 room has a pool (see Table D-15: Pools), 7 room has a well, 8–11 room has a shaft, 12–20 proceed to Table 4.

**GM's discretion. Freehand draw an unusual shape, or pick a standard room as needed for mapping needs, or re-roll.

After generating a Special Room or Chamber, proceed to Table D-4: Approximate Size Table for Unusual Rooms

TABLE D-4: APPROXIMATE SIZE TABLE FOR UNUSUAL ROOMS

D20	SIZE (SQUARE–FT)
1–3	500
4–6	1,000
7–8	1,500
9–10	2,500
11–12	3,250
13–15	4,000
16–20	re-roll*

*Roll again and add result to 1,000 square ft. If 15–20 is rolled a second time, increase base square footage to 2,000 and re-roll. Each subsequent roll of 16–20 adds an additional 1,000 square ft until a result of 1–15 is obtained.

After rolling on Table D-4, proceed to Table D-5: Number of Exits

TABLE D-5: NUMBER OF EXITS

Each die roll on this table shows the number of exits based on room/chamber size. *Example:* A die roll of 3 indicates that if the room is smaller than 500 square feet, there is one exit. If the room is larger than 500 square feet, then there are 2 exits.

D20	ROOM AREA (SQUARE FT)	# EXITS	ROOM AREA (SQUARE–FT)	# EXITS
1–4	< 500	1	> 500	2
5–7	< 500	2	> 500	3
8–9	< 500	3	> 500	4
10–12	< 1,000	0*	> 1,000	1
13–15	< 1,500	0*	> 1,500	1
16–19	Any	1d4	Any	1d4
20	Any	1**	Any	1**

*Check for secret doors: any section of wall close to another mapped room or passage has a 25% chance of a secret door, otherwise this room/chamber is a dead end.

**This result switches things up a bit. If rolling for a room exit, this result calls for a passage. If rolling for a chamber exit this result indicates a door.

After rolling on Table D-5, proceed to Table D-6: Exit Location

TABLE D-6: EXIT LOCATION*

D20	LOCATION
1–4	Left wall
5–12	Opposite wall
13–16	Right wall
17–20	Same wall

*If a passage or door placement on Table D-6 would open into a previously mapped space, roll 1d20. The door will be moved to the opposite wall on a 1–10, the door remains where it is (but is now a *secret* door) on an 11–15, the door remains where it is but is a one-way door on a roll of 16–20.

If Passage, Proceed to Table D-7: Exit Direction, Chamber Passage.

If Door, Proceed to Table D-20: Behind the Door

TABLE D-7: EXIT DIRECTION, CHAMBER PASSAGE

This table is for use with passages (which exit a chamber). For doors, consult Table D-20: Behind the Door.

D20	DIRECTION
1–16	Straight
17–18	Left 45 degrees*
19–20	Right 45 degrees*

* If passage cannot bend in the direction indicated, bend the passage the other way. For example, a left 45 degree bend would become a right 45 degree bend.

Proceed to Table D-22: Passage Width

TABLE D-8: CHAMBER OR ROOM CONTENTS

D20	RESULT
1–7	Empty
8–11	Monster (determine randomly)
12–17	Monster and Treasure (refer to GM monster tables and see Table D-9: Treasure)
18	Stairs (see Table D-13: Stairs)
19	Trick or Trap (see Section 2.7.2)
20	Treasure (see Part Three: Treasure and Table D-9)

Proceed to Table D-9: Treasure Container

TABLE D-9: TREASURE CONTAINER

D20	CONTAINER
1–2	Bags
3–4	Sacks
5–6	Coffers
7–8	Chests
9–10	Large Chests
11–12	Pottery Jars
13–14	Metal Urns
15–16	Stone Containers
17–18	Iron Trunks
19–20	None, loose

Optional, or 50% chance: Consult Tables D-10 and D-11. Treasure amounts are determined on Table D-12.

TABLE D-10: TREASURE GUARDS & WARDS

D20	TRAP
1–2	Blade scything across inside
3–4	Contact poison on container
5–6	Contact poison on treasure
7	Gas released by opening container
8	Explosive runes
9–10	Poisoned needles in lock
11	Poisoned needles in handles
12	Poisonous insect or reptile living inside container
13	Spears released from walls when container opened
14	Spring darts firing from front of container
15	Spring darts firing from top of container
16	Spring darts firing up from inside bottom of container
17	Stone block dropping in front of container
18	Symbol
19	Trapdoor opening in front of container
20	Trapdoor opening 6ft in front of container

TABLE D-11: TREASURE HIDDEN BY OR IN

D20	HIDDEN BY OR IN
1–2	Behind a loose wall stone
3–4	Illusion to change appearance or hide item
5–7	Invisibility
8–11	In a nearby secret room
12	In an ordinary container in plain view
13	Inside or under trash or dung heap
14	Non-magically disguised
15	Secret space under container
16–17	Secret compartment in container
18–20	Under a loose flooring stone

TABLE D-12: TREASURE AMOUNT

If the treasure is guarded by a monster, roll twice and add 1 to each roll. Otherwise roll once at no bonus.

D20	RESULT
1–5	2d10×100cp
6–10	2d10×100 sp
11–13	2d8×100 ep
14–15	1d4×100 gp
16–17	2d10×10pp
18	Gems/Jewellery—roll 1d8, 1–5 = 1d3 gems, 6–8 = 1 jewellery
19	Roll 1d8: 1–5 = no treasure, 6–8 = 1 magic item
20	1 magic item

Results from this table should be multiplied by the level of the dungeon concerned, with the exception of magic items. A magic item will be more powerful if found in a deeper dungeon level. So if the party is on the third dungeon level and the d20 shows “14”, they will receive 3d4×100 gp rather than 1d4. The GM should adjust any extreme results to keep them proportional.

TABLE D-13: STAIRS

D20	RESULT
1–5	Down 1 level
6	Down 2 levels
7	Down 3 levels
8–9	Up 1 level
10	Up to a dead end
11	Down to a dead end
12	Chimney up 1 level, passage continues
13	Chimney up 2 levels, passage continues
14	Chimney down 2 levels, passage continues
15–16	Trap door down 1 level, passage continues
17	Trap door down 2 levels, passage continues
18–20	Down 1 level into chamber

TABLE D-14: CAVES

Note: The lowest levels of dungeons are often composed of caves and caverns. Use this table for caves and roll for exits on Table D-5.

D20	CAVE
1–5	Cave 40ft×60ft
6–7	Cave 50ft×75ft
8–9	Double Cave: 30ft×30ft, 60ft×60ft
10–11	Double Cave: 30ft×50ft, 80ft×100ft*
12–14	Cavern 100ft×125ft*
15–16	Cavern 125ft×150ft
17–18	Cavern 150ft×200ft*
19–20	Cavern 300ft×400ft**

*Roll on Table D-15: Pools.

**Roll on Table D-16: Lakes.

TABLE D-15: POOLS

D20	RESULT
1–12	No pool
13–14	Pool
15–16	Pool, monster
17–19	Pool, monster, and treasure
20	Magic pool, go to Table D-17: Magic Pools

TABLE D-16: LAKES

GMs should note the opportunity to use aquatic or amphibious monster encounters.

D20	RESULT
1–12	No lake
13–15	Lake
16–17	Lake, monster
18–19	Lake, monster and treasure
20	Enchanted Lake*

*Lake serves as a portal to special area such as a temple on the Elemental Plane of Water or other remote and exotic location. If no map is prepared the GM should treat this as a result of: lake, monster, treasure.

TABLE D-17: MAGIC POOLS

In order to learn the secret of a magic pool, adventurers must actually enter the water.

D20	RESULT
1–8	Roll 1d20. Pool turns gold pieces into platinum pieces (1–12) or lead (13–20); after doing this once, pool is non-magical.
9–15	Characters in pool will either lose (01–50 on d100) or gain (51–00) 1 point from a randomly–determined attribute. Roll 1d6: 1=strength, 2=dexterity, 3=constitution, 4=intelligence, 5=wisdom, 6=charisma. One time only effect, each character checked separately for loss or gain and affected characteristic.
16–17	Talking pool, will grant 1 wish to any characters of like alignment and damage all others (1d20 points). Wish must be used within 24 hours. Roll 1d20 for pool's alignment: 1–6 LG; 7–9 LE; 10–12 CG; 13–17 CE; 18–20 TN.
18–20	Transporter pool. Roll 1d20: 1–7 back to surface; 8–12 elsewhere on level; 13–16 1 level down; 17–20 many miles away for wilderness or outdoor adventure. This one can be especially fiendish if not all characters in the party are standing in the pool.

TABLE D-18: GENERAL

D20	RESULT
1–3	Chamber. Roll on Table D-2b: Chambers. Check again on this table 30ft after leaving chamber
4	Continue straight, check this table again in 50ft
5	Dead End, check for secret doors as per Table D-6: Exit Location
6–10	Door. Consult Table D-19: Door Location, if result is not a straight ahead door result check this table again in 30ft
11–14	Side passage. See Table D-21: Side Passages, check this table again in 30ft
15	Stairs. Go to Table D-13: Stairs
16–19	Turn. Consult Table D-24: Turns and check this table again in 30ft
20	Wandering Monster, re-roll on this table to determine monster location and approach. If you're just creating a map, re-roll this result.

TABLE D-19: DOOR LOCATION

If door indicated is a left or right door, roll 1d20 again. On a result of 1–3 there is also a door on the opposite side.

D20	RESULT
1–6	Left
7–12	Right
13–20	Ahead

TABLE D-20: BEHIND THE DOOR

This table is for use with doors that exit a room. For passages, consult Table D-7: Exit Direction, Chamber Passage. Always check width of corridors on Table D-22: Passage Width.

D20	RESULT
1–3	Side door: parallel passage. Door straight ahead: 10ft×10ft room
4–8	Straight passage
9	Passage 45 degrees left
10	Passage 45 degrees right
11–18	See Table D-2a: Rooms
19–20	See Table D-2b: Chambers

TABLE D-21: SIDE PASSAGES

D20	RESULT
1–4	left 90 degrees
5–8	right 90 degrees
9	left 45 degrees (d6, 1–3 ahead, 4–6 behind)
10	right 45 degrees (d6, 1–3 ahead, 4–6 behind)
11–13	T intersection
14–15	Y intersection
16–19	four–way intersection
20	five–way intersection*

* Usually two passages along the x–axis, two along the y-axis, and one diagonal.

TABLE D-22: PASSAGE WIDTH

DIE	WIDTH
1	5ft
2–13	10ft
14–17	20ft
18	30ft
19–20	See Table D-23: Special Passages

Proceed to Table D-18: General

TABLE D-23: SPECIAL PASSAGES

D20	RESULT
1–7	40ft wide*
8–12	50ft wide*
13–15	stream**
16–19	river***
20	chasm****

* There is a 50% chance that the passage contains a single or double row of columns. If a double row, there is a 10% chance the columns support a balcony or gallery above.

** Determine passage width via an additional roll. The stream bisects the passage. It will be bridged 75% of the time.

*** Determine passage width via an additional roll. The river bisects the passage. It will be bridged 50% of the time or have a boat 25% of the time (50% chance the boat is on the player's side).

**** Determine passage width via an additional roll. The chasm bisects the passage and is a long sheer drop (nominally 100ft). It will be bridged 50% of the time or have a narrower spot suitable for jumping across 25% of the time.

TABLE D-24: TURNS

D20	RESULT
1–9	left 90 degrees
10	left 45 degrees (d6, 1–3 ahead, 4–6 behind)
11–19	right 90 degrees
20	right 45 degrees (d6, 1–3 ahead, 4–6 behind)

USING THE RANDOM DUNGEON GENERATOR FOR SOLO PLAY

OSRIC is not really designed for solo play, but it is possible to use this random dungeon generator for such a purpose.

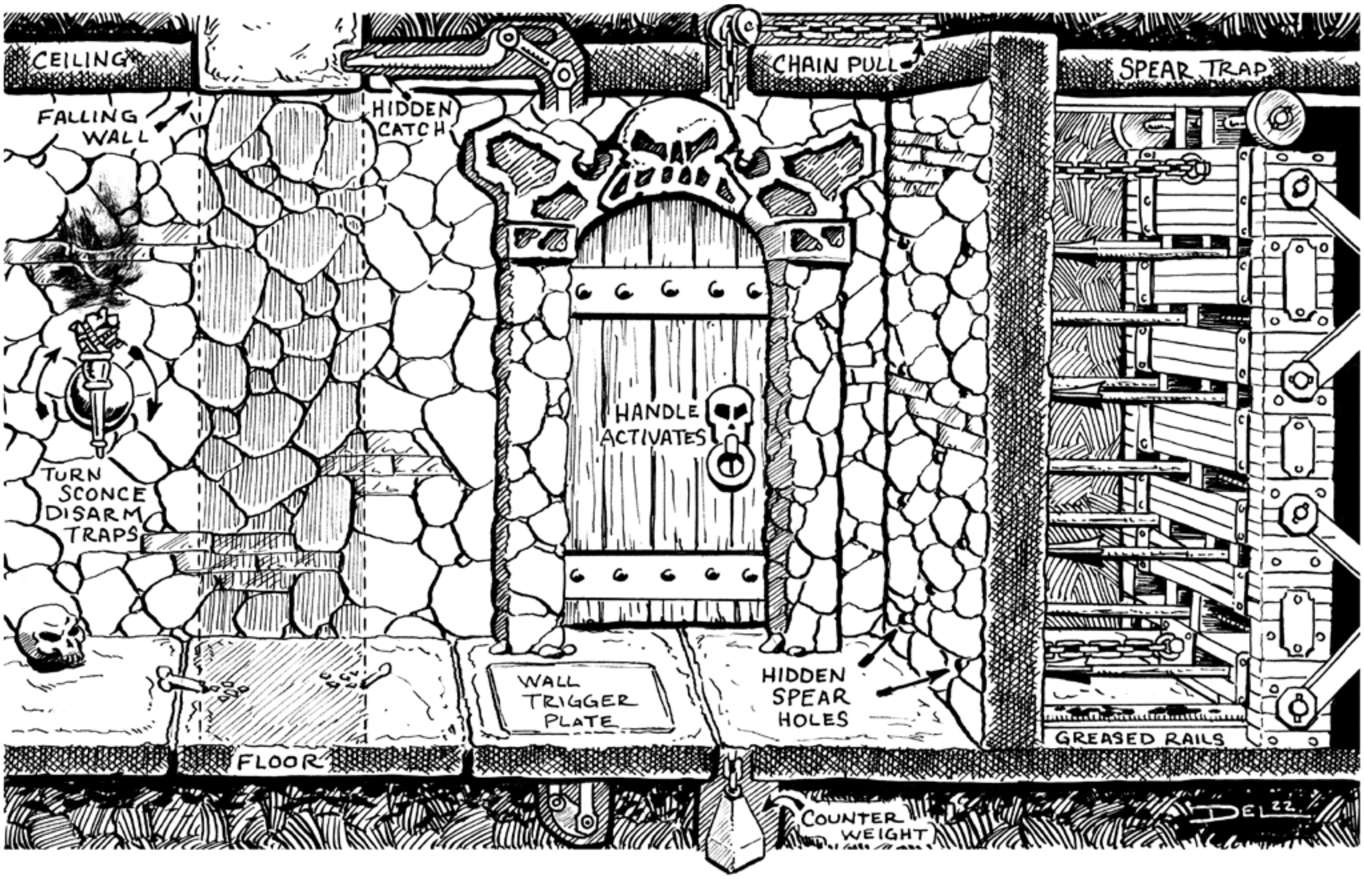
Start with Table D-1: Starting locations in the middle of a sheet of graph paper. Use the charts from the OSRIC random encounters section to resolve the various monster encounters and generate treasure. You can appeal to your friends at your local gaming club or on–line for sealed information to use with special encounters and areas.

To resolve listening at doors, roll 1d12 and treat a result of 1–5 as a monster encounter. Use Table D-8: Chamber or Room Contents but treat any result as including a monster encounter. Otherwise, any monster encounters rolled should be ignored unless the creatures would be silent (undead, bugbears, etc.).

ESP, scrying, and other means of magical detection can be resolved in the following manner. A roll of 1 on 1d6 indicates a monster in the area being checked. Roll the encounter using the relevant GM table and ignoring any monster type not detectable by method of detection used. If a 6 is rolled, the player should reroll when entering the room. If a 6 is rolled again a non-detectable monster is encountered and player's chance to be surprised increases by +1.

Stocking the Dungeon: Use Section 2.7.3: *Random Encounters* to stock your dungeon, or you may wish to design specific areas without reference to random tables. Many GMs use a mixture of the two methods, with designed areas surrounded by randomly-generated areas.

The degree to which dungeon "ecology" matters is up to the individual GM. Some GMs give thought to food sources, water sources and latrine facilities; others do not bother. The authors recommend the following golden rule: dungeons don't have to make sense, but they do need to be full of variety. Having said this, a little thought on the placement of creatures doesn't go amiss—if there's some logic behind the dungeon, then it's easier for skilled players to work out what's going on and use it to their advantage, and rewarding player skill is an important aspect of the OSRIC system.



2.7.2. TRAPS AND TRICKS

2.7.2.1. TRAPS

The trap generation chart below is not an exhaustive list. In fact, a quick perusal of this chart should readily produce several variations on the themes presented herein. It should also be noted that some traps can be combined to great effect. For instance, a spiked pit trap might trigger a swinging log to "help" the characters in. Use your imagination.

There are various possible trap levels appropriate for different situations, as follows:

Nuisance: A hidden trap door with a 10ft drop.

Hazardous: A hidden trap door with a 10ft drop onto spikes.

Dangerous: A hidden trap door with a 10ft drop onto poisoned spikes (for extra nastiness, have the pit lock shut after the victim falls in).

Fatal: All the above plus a 10 ton stone block the exact shape of the pit that drops down from the ceiling into the pit.

TRAP PLACEMENT

Generally traps should be suited to the dungeon level on which they are situated and the potential treasure they guard. Thus a trap on the first dungeon level that leads to an area infested with ferocious but poverty-stricken monsters should be nuisance, while a trap on the sixteenth dungeon level that protects a pair of dragons' treasure hoard while the dragons are out hunting should be fatal.

Intelligent creatures that live near a trap will always have some means of avoiding or disarming it—whether this be an alternative route they habitually take or some mechanical or magical means of bypassing it. If they use the trap to protect their lair, treasure or young, they will maintain the trap to the best of their ability (perhaps cleaning away bloodstains or other evidence of its existence, for example). And if the player characters learn to bypass the trap, intelligent monsters may try to find a way of making it effective again—perhaps by moving it or adding additional features, according to their ability and resources.

When placing traps, think about their purpose in the game and the effect they will have on playing style. Traps are there to increase the risk of dungeoneering and to encourage skilled play; good dungeons have a judicious mixture of monsters, traps, and roleplaying encounters.

Let's consider two OSRIC GMs. One likes to use many traps, some of which cause instant death with no save, while another prefers to use much fewer traps and always permits a saving throw.

The first GM's players will adapt. They will move slowly and carefully through the dungeon, and may have summoned creatures or created zombies to move ahead of them triggering any traps they might encounter. They will tend to capture prisoners and question them under *charm* or some similar magic about the dungeon environment, and evil-aligned characters may use captives like mining canaries. The pace of play will be slow owing to the characters' caution.

The second GM's players will tend not to be thieves. They will move more rapidly through the dungeon to try to achieve surprise against any foes they might encounter, and the game will have a more heroic feel to it.

Decide which style of game suits you and your group and design traps in your dungeons accordingly.

2.7.2.1A: RANDOM TRAP GENERATION

D100	RESULT
1–2	acid spray
3–4	bolt, crossbow
5–6	bridge, collapsing
7–8	bridge, illusory
9–10	caltrops drop from ceiling
11–12	ceiling block drops behind players
13–14	ceiling blocks drop in front of and behind players
15–16	ceiling block drops in front of players
17–18	ceiling block drops on players
19–20	ceiling block seals players in room or area
21–22	elevator room
23–24	elevator room, deactivates for 24 hours
25–26	elevator room, one way
27–28	falling door
29–30	flame jets
31–32	flooding room
33–34	gas, blinding
35–36	gas, *fear*
37–38	gas, flammable
39–40	gas, *sleep*
41–42	gas, *slowing*
43–44	greased chute
45–46	lightning bolt
47–48	log trap, swinging
49–50	obscuring fog
51–52	oil–filled pit with dropping lit torch
53–54	pit trap triggered by false door
55–56	pit with dropping ceiling block
57–58	pit with locking trap door
59–60	pit, 10ft
61–62	poisoned bolt, crossbow
63–64	poisoned caltrops
65–66	poisoned spear, ballista
67–68	poisoned spike pit
69–70	portcullis drops behind players
71–72	portcullises drop in front of and behind players
73–74	portcullis drops in front of players
75–76	rolling stone ball, height and width of corridor
77–78	scything blade, ankle–high
79–80	scything blade, neck–high
81–82	sliding room changes facing or location
83–84	spear, ballista
85–86	spiked log trap
87–88	spiked pit
89–90	spring–loaded pile–driver disguised as a door
91–92	stairs fold flat into a sliding chute
93–94	stairs collapse
95–96	teleporter
97–98	trip wire
99–00	wire, neck high

DO NOT
DRINK

2.7.2.2. TRICKS

Tricks make something harmless appear dangerous, or make something dangerous appear harmless. Create an expectation but fulfil it in an entirely extraordinary manner: an expensive diamond ring resting in a sturdy lead coffer, or is it? The ring is a well-made but worthless trinket, the box is solid gold painted to appear as lead. This is the essence of the trick. Use the two tables below to generate random tricks. The first table will generate a mundane object commonly found in most dungeons, and the second will provide an unexpected attribute.

TABLE 2.7.2.2A: MAIN FEATURE OF TRICK

D100	FEATURE
1–3	Altar
4–6	Arch
7–10	Ceiling
11–13	Container*
14–16	Dome
17–20	Door**
21–23	Fire
24–26	Fireplace
27–30	Force field
31–33	Fountain
34–36	Furnishing
37–40	Idol
41–43	Illusion
44–46	Machine
47–50	Mirror
51–53	Monster
54–56	Mosaic
57–60	Painting
61–63	Passage
64–66	Pedestal
67–70	Pillar/column
71–73	Pit
74–76	Pool
77–80	Room
81–83	Stairway
83–86	Statue
87–90	Tapestry
91–93	Vegetation
94–96	Wall
97–00	Well

*Any: jar, box, coffer, chest, barrel, vase, casket, etc.

**Any door: secret, concealed, valve, arch, etc.

Example: Gina the GM needs a trick to round out a dungeon map. Taking her trusty d100 in hand, she rolls a 37 on Table 2.7.2.2a: *Main Feature of Trick* and a 55 on Table 2.7.2.2b: *Main Effect of Trick*. This yields a result of idol, intelligent. She decides the room will contain a carved idol which holds the mind and soul of a long-departed adventurer. The idol knows something of the surrounding dungeon rooms but not much else. Depending on how the party approaches and treats with the idol, it may relate some of its knowledge to them.

Gina decides to roll a second trick for a different room and rolls a 25 then 31, which yields a result of fireplace, dispenses map. She places an unlit fireplace in the room in question that has a rolled-up map of the next level down hidden among the logs stacked neatly within.

TABLE 2.7.2.2B: MAIN EFFECT OF TRICK

D100	FEATURE
1	Ages
2	Animated
3	Anti–magic
4	Appearing
5	Asks
6	Attacks
7	Changes class
8	Changes minds from one body to another
9	Changes gender
10	Collapsing
11	Combination
12	Dances
13	Decreases charisma
14	Decreases constitution
15	Decreases dexterity
16	Decreases intelligence
17	Decreases strength
18	Decreases wisdom
19	Directs
20	Disappearing
21	Disintegrates
22	Dispenses coins
23	Dispenses counterfeit coins
24	Dispenses counterfeit gems
25	Dispenses counterfeit jewellery
26	Dispenses counterfeit magic item
27	Dispenses counterfeit map
28	Dispenses gems
29	Dispenses jewellery
30	Dispenses magic item
31	Dispenses map
32	Distorted depth
33	Distorted height
34	Distorted length
35	Distorted width
36	Electric shock
37	Enlarges
38	Enrages
39	False
40	*Flesh to stone*
41	Foretells
42	Fruit
43	Gaseous
44	*Geas*
45	Gravity decreased
46	Gravity increased
47	Greed inducing
48	Hovers
49	Increases charisma
50	Increases constitution
51	Increases dexterity
52	Increases intelligence
53	Increases strength
54	Increases wisdom
55	Intelligent
56	Invisible
57	Laughs
58	Magnetic
59	Makes younger
60	Moves
61	Null gravity
62	One–way
63	Opposite alignment
64	Pivots
65	Plays games
66	Points
67	Poison
68	Polymorphing
69	Random alignment
70	Randomly acts
71	Reduces
72	Repellent/repulses
73	Resists magic
74	Reverse gravity
75	Reverse *wish* fulfilment
76	Riddles
77	Rising
78	Rolls
79	Shifting
80	Shoots
81	Sings
82	Sinking
83	Sliding
84	Sloping
85	Spinning
86	Steals
87	Suggests
88	Suspends animation
89	Symbiotic
90	Takes
91	Talks
92	Talks in poetry and rhymes
93	Talks nonsense
94	Talks very intelligently
95	Talks, spell casting
96	Teleports
97	Unusual colour/texture/material
98	Variable gravity
99	*Wish* fulfilment
00	Yells and screams

2.7.3. RANDOM ENCOUNTERS

2.7.3.1. RANDOM DUNGEON ENCOUNTERS

Directions: When a random monster encounter is called for, roll a d20. Cross-reference the result on Table 2.7.3.1a below with the dungeon level where the encounter occurs to determine the monster's level. Once the monster level is found, go to the corresponding monster level table and roll a d100 to determine the actual monster(s) encountered.

On the monster level tables, the Lair column may be used for stocking dungeon rooms where a monster is present. Note: this is distinct from the concept of wilderness lairs; see Lair Chance in 2.10.1: Quick-Reference Information for more on those. The Wandering column on the other hand is used for determining the number encountered when a wandering monster check indicates the party encounters monsters.

If encountered on an upper or lower dungeon level, i.e. closer to or deeper beneath the surface, adjust the number encountered as follows:

- Monsters whose monster level is lower numerically than the dungeon level should have their numbers increased by the same amount for each dungeon level numerically higher than their monster level (i.e. deeper below the surface). For example, the Wandering column on Table 2.7.3.2b: Monster Level One lists 1d6 for goblins. If encountered on the third level of the dungeon as wandering monsters, they would be three times as numerous (3d6).
- Monsters whose monster level is higher numerically than the dungeon level should have their numbers decreased by 1 for each dungeon level numerically lower than their monster level (i.e. closer to the surface). For example, the Lair column on Table 2.7.3.2e: Monster Level Four calls for 1d8 Shadows when populating a room. If the dungeon lair they occupy is located on the third level, however, the range would be reduced to 1d8-1. Monsters that may normally have minions will have fewer minions or none at all if encountered on a dungeon level numerically lower than their monster level.

The following exceptions apply:

- NPC parties or individuals encountered on dungeon levels numerically higher have their class-level increased rather than their numbers.
- Ninth and tenth level monsters usually are encountered with attendants or minions in lieu of increased numbers on dungeon levels numerically higher than their monster levels.

TABLE 2.7.3.1A: MONSTER SUB-TABLE MATRIX

LEVEL BENEATH THE SURFACE	**MONSTER LEVEL**									
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	1–15	16-19	20	—	—	—	—	—	—	—
2	1-12	13-16	17-18	19-20	—					
3	1-11	12-15	16-18	19	20	—	—	—	—	—
4	1-5	6-10	11-16	17-18	19	20	—	—	—	—
5	1-4	5-6	7-12	13-16	17-18	19	20	—	—	—
6	1-2	3-4	5-6	7-10	11-15	16-18	19	20	—	—
7	1	2-3	4-5	6-9	10-14	15-16	17-18	19	20	—
8	1	2	3-4	5-6	7-9	10-13	14-16	17-18	19	20
9	1	2	3	4-5	6-8	9-11	12-14	15-17	18-19	20
10–11	—	1	2	3	4-5	6-8	9-11	12-16	17-18	19-20
12–13	-	-	1	2	3	4-5	6-9	10-15	16-17	18-20
14–15	-	-	-	1	2	3-4	5-8	9-14	15-16	17-20
16+	-	-	-	-	1	2-3	4-5	6-13	14-16	17-20

2.7.3.2. ENCOUNTER TABLES

TABLE 2.7.3.2A: MONSTER LEVEL ONE

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	Devil, Assagim	1d10	1d2
03–04	Halfling	3d6	3d6
05–07	NPC Party	varies	varies
08–11	Larval Fiend	1	1
12–15	Rat, Giant	5d4	1d6
16–20	Vulchling	1d4	1d2
21–25	Bat	5d10	1d10
26–30	Goblin	2d10	1d6
31–40	Men, Bandit	2d4	1d4
41–50	Orc	1d6+6	1d6
51–60	Frog, Giant	1d2	1
61–70	Beetle, Giant Fire	1d4	1d2
71–75	Kobold	1d12+5	2d6
76–80	Dog, Wild	1d4	1d2
81–85	Bat, Giant	1d6	1d2
86–89	Skeleton	1d4	1d4
90–93	Rot Grub	5d4	N/A
94–96	Vilstraak	1d6	1d2
97–98	Gnome	4d6	1d6
99–00	Men, Berserker	1d6	1d4

TABLE 2.7.3.2B: MONSTER LEVEL TWO

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	NPC Party	varies	varies
03–04	Giant Ant, Worker	1d10	1d6
05–07	Poltergeist	1	1
08–11	Flind	1d4+2	1d4
12–15	Toad, Giant	1d4	1d2
16–20	Grimlock	2d6+2	1d6+1
21–25	Hobgoblin	2d8	1d6
26–30	Dakon	1d10	1d4
31–40	Piercer	3d6	N/A
41–50	Troglodyte	1d10	1d4
51–60	Badger, Giant	1d2	1d2
61-65	Spider, Giant (big)	1d10	1d6
66–70	Spider, Giant (bigger)	1d8	1d4
71–75	Bugbear	1d6	1d3
76–80	Gnoll	1d6+4	1d4
81–85	Stirge	1d10+5	1d4
86–89	Zombie	1d6	1d3
90–93	Coffer Corpse	1	1
94–96	Troll, Ice	1d3	1
97–98	Centipede, giant (big)	1d12	1d4+1
99–00	Dwarf	4d4	1d4+1

TABLE 2.7.3.2C: MONSTER LEVEL THREE

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	Ape, Carnivorous	1d3	1
03–04	Centipede, Giant (biggest)	1d2	1
05–07	Rust Monster	1d2	1
08–11	Wolf, Dire	1d4	1d2
12–15	Harpy	1d6	1d2
16–20	Ghoul	1d6	1d2
21–25	Lycanthrope, Wererat	1d8	1d2
26–30	Frog, Giant	1d8	1d2
31–35	Devil, Lemure	2d6	1d3
36–40	NPC Party	varies	varies
41–50	Lizard, Giant	1d6	1d2
51–60	Ogre	1d6	1d2
61–70	Carcass Creeper	1d6	1
71–75	Beetle, Giant Boring	1d6	1d2
76–80	Bugbear	2d8	1d4
81–85	Wight	1d4	1
86–89	Fungi, Violet	1d4	N/A
90–93	Dark Creeper	1	1
94–96	Dragon—see Sub-table	1	1
97–98	Zombie, Monster	1d3	1
99–00	Spider, Giant (bigger)	1d6	1d2

MONSTER LEVEL THREE—DRAGON SUB–TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–30	Black	Very Young	1
31–60	Brass	Very Young	1
61–00	White	Very Young	1

TABLE 2.7.3.2D: MONSTER LEVEL FOUR

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	Yellowmusk Vine	1	N/A
03–04	Spider, Giant (biggest)	1d4	1
05–07	Blink Dog	1d4	1d2
08–11	Ghast	1d3	1
12–15	Yellowmusk Vine Zombie	1d2	1
16–20	Piercer	3d6	N/A
21–25	Cockatrice	1d3	1
26–30	Snake, Giant Boa	1	1
31–35	Demon, Dretch	2d4	1d2
36–40	NPC Party	varies	varies
41–50	Beetle, Giant Stag	1d6	1d2
51–60	Lycanthrope, Werewolf	1d6	1d2
61–70	Devil, Spiked	2d4	1d2
71–75	Snake, Giant Cobra	1	1
76–80	Gargoyle	1d8	1d2
81–85	Dragon—see Sub-table	1d4	1
86–89	Shadow	1d8	1d2
90–93	Lycanthrope, Wereboar	1d4	1
94–96	Grey Ooze	1d3	1
97–98	Hell Hound	1d3	1d2
99–00	Crypt Thing	1	1

MONSTER LEVEL FOUR—DRAGON SUB–TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–10	Black	Young/Sub–adult	2/3
11–20	Blue	Very Young/Young	1/2
21–30	Brass	Young/Sub–adult	2/3
31–35	Bronze	Very Young/Young	1/2
36–50	Copper	Very Young/Young	1/2
51–55	Gold	Very Young/Young	1/2
56–70	Green	Very Young/Young	1/2
71–80	Red	Very Young/Young	1/2
81–85	Silver	Very Young/Young	1/2
86–00	White	Young/Sub–adult	2/3

TABLE 2.7.3.2E: MONSTER LEVEL FIVE

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	Djinn	1	1
03–04	Caryatid Column	1d4	N/A
05–07	Medusa	1d2	1
08–11	Mobat	1d4	1
12–15	Tiger, Smilodon	1	1
16–20	Minotaur	1d8	1d3
21–25	Scorpion, Giant	1d2	1
26–30	Snake, Giant Boa	1	1
31–40	Demon, Shub	1d4	1d2
41–50	Bear, Greater Cave	1d2	1
51–60	NPC Party	varies	varies
61–70	Devil, Manalishi; Red	1d4	1
71–75	Dragon—see Sub-table	1d2	1
76–80	Spider, Phase	1	1
81–85	Hydra, 5 or 6 heads	1	1
86–89	Ogre Mage	1d3	1
90–93	Lycanthrope, Werebear	1d4	1d2
94–96	Caterwaul	1	1
97–98	Hell Hound	2d6	1d3
99–00	Snake, Giant Amphisbaena	1	1

MONSTER LEVEL FIVE—DRAGON SUB-TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–08	Black	Young Adult/Adult	4/5
09–18	Blue	Sub-Adult/Young Adult	3/4
19–30	Brass	Young Adult/Adult	4/5
31–35	Bronze	Sub-Adult/Young Adult	3/4
36–50	Copper	Sub-Adult/Young Adult	3/4
51–55	Gold	Sub-Adult/Young Adult	3/4
56–70	Green	Sub-Adult/Young Adult	3/4
71–80	Red	Sub-Adult/Young Adult	3/4
81–87	Silver	Sub-Adult/Young Adult	3/4
88–00	White	Young Adult/Adult	4/5

TABLE 2.7.3.2F: MONSTER LEVEL SIX

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	Wraith	1d6	1
03–04	Demon, Quasit	1	1
05–07	Phase Cat	1d4	1d2
08–11	Mummy	1d4	1d2
12–15	Dragon—see Sub–table	1d2	1
16–20	Devil, Erinyes	1d3	1
21–25	Troll	1d3	1
26–30	Otyugh, Lesser	1d2	1
31–35	Devil, Manalishi; (1–2) Black; (3–4) Blue; (5–6) Green, (7–8) White	1d3	1
36–40	NPC Party—see Sub-table	varies	varies
41–50	Giant, Hill	1d2	1
51–60	Wight	1d8	1d2
61–70	Sphinx; (1–3) Gyno-, (4–6) Hieraco-	1	1
71–75	Wyvern	1d3	1
76–80	Hydra, 7 or 8 heads	1d2	1
81–85	Manticore	1d4	1
86–89	Troll, Giant	1d3	1
90–93	Lizard, Giant Monitor	1d4	1
94–96	Hell Hound	2d6	1d3
97–98	Banshee	1	1
99–00	Spectral Troll	1d2	1

MONSTER LEVEL SIX—DRAGON SUB-TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–10	Black	Old	6
11–20	Blue	Adult	5
21–30	Brass	Old	6
31–35	Bronze	Adult	5
36–50	Copper	Adult	5
51–55	Gold	Adult	5
56–70	Green	Adult	5
71–80	Red	Adult	5
81–85	Silver	Adult	5
86–00	White	Old	6

TABLE 2.7.3.2G: MONSTER LEVEL SEVEN

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–02	Golem; (1–3) Clay, (4–6) Flesh	1	1
03–04	Giant, Ettin	1d2	1
05–07	Chimera	1d4	1d2
08–11	Spectre	1d4	1d2
12–15	Basilisk	1d2	1
16–20	Giant; (1–3) Fire, (4–6) Stone	1d8	1d2
21–25	Demon, Babau	1d3	1
26–30	Sphinx; (1–3) Andro-, (4–6) Crio-	1	1
31–35	Lamia	1	1
36–40	NPC Party—see Sub-table	varies	varies
41–50	Lizard, Giant; (1–3) Fire, (4–6) Cave	1d2	1
51–55	Skeleton Warrior	1	1
56–60	Shedu	1d2	1
61–70	Will-o-the-wisp	1	1
71–75	Naga, Spirit	1d3	1
76–80	Devil; (1–3) Bearded, (4–6) Bone	1d2	1
81–85	Hydra, 9 or 10 heads	1	1
86–89	Dragon—see Sub-table	1	1
90–93	Cyclops	1	1
94–96	Barghest	1	1
97–98	Troll, Giant Two-headed	1d3	1
99–00	Efreet	1	1

MONSTER LEVEL SEVEN—DRAGON SUB–TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–10	Black	Very Old	7
11–20	Blue	Old	6
21–30	Brass	Very Old	7
31–35	Bronze	Old	6
36–50	Copper	Old	6
51–55	Gold	Old	6
56–70	Green	Old	6
71–80	Red	Old	6
81–85	Silver	Old	6
86–00	White	Very Old	7

TABLE 2.7.3.2H: MONSTER LEVEL EIGHT

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–03	Naga, Guardian	1d2	1
04–07	Golem, Stone	1	1
08–11	Giant, Cloud	1	1
12–15	Vampire	1d2	1
16–20	Devil, Ice	1	1
21–25	Devil, Barbed	1d2	1
26–30	Otyugh, Lesser	1d2	1
31–40	Demon, Class A	1d3	1
41–50	NPC Party—see Sub-table	varies	varies
51–60	Demon, Ekivu	1d4	1
61–70	Hydra, 11 or 12 heads	1	1
71–80	Elemental; (1–2) Earth, (3–4) Air, (5–6) Fire, (7–8) Water	1	1
81–89	Dragon—see Sub-table	1	1
90–93	Lammasu	1d4	1
94–00	Ghost	1	1

MONSTER LEVEL EIGHT—DRAGON SUB–TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–12	Black	Ancient	8
13–25	Blue	Very Old	7
26–30	Brass	Ancient	8
31–35	Bronze	Very Old	7
36–45	Copper	Very Old	7
46–50	Gold	Very Old	7
51–60	Green	Very Old	7
61–80	Red	Very Old	7
81–85	Silver	Very Old	7
86–00	White	Ancient	8

TABLE 2.7.3.2I: MONSTER LEVEL NINE

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–07	Trapper	1	1
08–11	Devil, Pit Fiend	1	1
12–25	Otyugh, Greater	1	1
26–40	NPC Party—see Sub-table	varies	varies
41–55	Class B Demon	1d3	1
56–70	Hydra, 12-heads	1	1
71–80	Dragon—see Sub-table	1 or 2	1
81–89	Purple Worm	1d2	1
90–93	Aluu-demon	1	1
94–96	Roper	1d4	1
97–00	Golem, Iron	1	1

MONSTER LEVEL NINE—DRAGON SUB–TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–12	2× Black	Ancient+Old	8+6
13–25	Blue	Ancient	8
26–30	2× Brass	Ancient+Old	8+6
31–35	Bronze	Ancient	8
36–45	Copper	Ancient	8
46–50	Gold	Ancient	8
51–60	Green	Ancient	8
61–80	Red	Ancient	8
81–85	Silver	Ancient	8
86–00	2× White	Ancient+Very Old	8+7

TABLE 2.7.3.2J: MONSTER LEVEL TEN

D100	MONSTER ENCOUNTERED	LAIR	WANDERING
01–07	Demon, Class E	1d3	1
08–11	Giant, Storm	1	1
12–15	Otyugh, Greater	1	1
16–20	NPC Party—see Sub-table	varies	varies
21–30	Demon, Class C	1d3	1
31–40	Elemental, Earth	1	1
41–50	Elemental, Air	1	1
51–60	Elemental, Fire	1	1
61–70	Elemental, Water	1	1
71–80	Demon, Class D	1d3	1
81–89	Dragon—see Sub-table	2	1
90–95	Demon, Class F	1d3	1
96–00	Lich	1	1

MONSTER LEVEL TEN—DRAGON SUB–TABLE

D100	TYPE	AGE	HIT POINTS PER HD
01–20	Blue	Ancient+Very Old	8+7
21–25	Bronze	Ancient+Very Old	8+7
26–35	Copper	Ancient+Very Old	8+7
36–40	Gold	Ancient+Old	8+6
41–60	Green	Ancient+Very Old	8+7
61–95	Red	Ancient+Old	8+6
96–00	Silver	Ancient+Old	8+6

2.7.3.3. NPC PARTIES (ALL DUNGEON LEVELS)

Numbers & Classes: There will always be 2–5 characters in a party, with additional henchmen or hirelings to round the entire party out to 9 persons.

- To determine the number of characters present, roll 1d4+1 and note the result.
- Next, roll d100 on Table 2.7.3.3a: *NPC Classes* below to determine the profession for each character-type NPC. The GM should ignore or alter any results that exceed the maximum number for that profession or yield contradictory results (i.e. a paladin and an assassin).
- The remaining party slots should be filled with henchmen/hirelings (see below for instructions).

TABLE 2.7.3.3A: NPC CLASSES

D100	CHARACTER CLASS	MAX. # PER PARTY
01–16	Cleric	3
17–20	Druid	2
21–50	Fighter	5
51–53	Paladin	2
54–57	Ranger	2
58–75	Magic-user	3
76–80	Illusionist	1
81–98	Thief	4
99–00	Assassin	2

NPC Levels: The level of each NPC will be equal to the level of the dungeon on which they are encountered through dungeon level 4. After that, they will be between 5th and 12th level (1d8+4). From dungeon level 13 and downwards, they will be between 11th and 16th level (1d6+10).

Demi-Humans and Multi–Class NPCs: As a guideline, assume demi-human NPCs and henchmen to be approximately 20% of the total number of characters in the party. If the randomly generated class is severely limited or impossible for the particular ancestry, use that class or its closest equivalent as one of the 2 or 3 classes for that individual NPC. Approximately 50% of demi-humans will have 2 professions, and another 25% will have three. To randomly determine ancestry and chance of multi–class professions, refer to the following table:

TABLE 2.7.3.3B: ANCESTRY AND MULTI-CLASSING

D100	ANCESTRY	% MULTI–CLASS
01–25	Dwarf	15%
26–50	Elf	80%
51–65	Gnome	25%
66–75	Half–elf	80%
76–85	Halfling	15%
86–00	Half–orc	50%

Hirelings and Henchmen: Hirelings and men–at–arms will only accompany their employers when encountered on the 1st–3rd dungeon levels. On deeper expeditions, the entourage will be made up only of henchmen, with no hirelings. Determine the class of henchmen using Table 2.2.3A. They will have one third the level of their employer plus 1 level for every 3 of their employer's levels. For example, a 9th level magic-user NPC may be accompanied by a 6th level magic-user henchman.

Equipment: NPC parties should be equipped with arms, armour and supplies typical to a party of dungeon delvers. Henchmen should be assumed to have equipment appropriate to their level. Hirelings will only possess lower quality arms and armour and few supplies.

Spells: The GM should assume NPC and henchmen spellcasters will have memorised a full assortment of spells appropriate to their party as a whole.

Notes on Play: When a player party encounters a party of NPCs and their henchmen, the GM should carefully consider the alignment and makeup of the NPC party before determining their course of action. A relatively weaker NPC party than the players' may use alternate means to resolve the situation. Trickery, parley, bluffing, and fleeing are all important possibilities to consider before finally resorting to combat. Unless they are surprised, the GM should always treat them as alert and prepared for anything. Once actual contact has been made with an NPC party, the GM should check for reaction. Whatever the result of the negotiations, NPC parties will NEVER choose to join the PCs unless it is to their immediate advantage. This should also involve few if any rewards for the players' party. Unlike monster encounters, the GM should personally direct the actions of the NPCs as if they were player characters. Rather than checking morale as usual, the GM should favour the course of action that is likely to bring the NPCs the greatest benefit.

If the NPC party bests the players they need not kill them. Ransom, slavery, imprisonment, or sacrifice are interesting alternatives to simple execution.

Finally, it is highly recommended that the GM prepare for encounters with random NPC groups before actual play begins. By generating a list of such parties in advance, the GM can quickly refer to them without stopping play. After the encounter the GM can either cross–off the NPC party from their list or make additional notations for future reference.

TABLE 2.7.3.3C: NPC MAGIC ITEMS

NPC LEVEL	TABLE 1	TABLE 2	TABLE 3	TABLE 4
1st	1 (10%)	—	—	—
2nd	2 (20%)	—	—	—
3rd	2 (30%)	1 (10%)	—	—
4th	2 (40%)	1 (20%)	—	—
5th	2 (50%)	1 (30%)	—	—
6th	3 (60%)	2 (40%)	—	—
7th	3 (70%)	2 (50%)	1 (10%)	—
8th	3 (80%)	2 (60%)	1 (20%)	—
9th	3 (90%)	2 (70%)	1 (30%)	—
10th	3 (100%)	2 (80%)	1 (40%)	—
11th	3 (100%)	2 (90%)	1 (50%)	1 (10%)
12th	3 (100%)	2 (100%)	1 (60%)	1 (20%)
13th+	3 (100%)	2 (100%)	1 (100%)	1 (60%)

TABLE 1

D100	MAGIC ITEM
01–05	Potion of Climbing, Potion of Flying
06–10	Potion of Extra–healing, Potion of Polymorph
11–15	Potion of Fire Resistance, Potion of Speed
16–20	Potion of Healing, Potion of Giant Strength
21–25	Potion of Heroism, Potion of Invulnerability
26–30	Potion of Human Control, Potion of Levitation
31–35	Potion of Super–heroism, Potion of Animal Control
36–40	Scroll: 1 spell (lvl 1d6)
41–45	Scroll: 2 spells (lvl 1d4)
46–50	Scroll: Ward of Magic
51–55	Ring of Invisibility (any)
56–60	Ring of Protection +1 (any)
61–65	Leather Armour +1
66–70	Shield +1
71–75	Sword +1
76–80	10× Arrows +1
81–85	4× Bolts +2
86–90	Dagger +1
91–95	Javelin +2
96–00	Mace +1

TABLE 2

D100	MAGIC ITEM
01–05	Gauntlets of Ogre Power (ACDFPRT)
06–10	Scroll: 3 spells (lvl 1d6+1)
11–15	Scroll: 3 spells (lvl 1d8+1)
16–20	Ring of Fire Resistance (any), Ring of Invisibility (any)
21–25	Ring of Protection +3 (any)
26–30	Wand of Paralysation (DM)
31–35	Wand of Illusion (IM)
36–40	Wand of Negation (CDIM)
41–45	Bracers of Armour, +6
46–50	Brooch of Shielding (any)
51–55	Cloak of Elvenkind (any)
56–60	Dust of Appearance (any)
61–65	Figurine of Wondrous Power: Serpentine Owl (any)
66–70	3× Javelins of the Raptor (AFPR)
71–75	Chain Mail Armour +1, Shield +2
76–80	Splint Mail Armour +2
81–85	Sword +3
86–90	Crossbow of Speed (AFPRT), Hammer +2
91–95	Shortbow +2
96–00	3× Potion of Extra–healing, Potion of Invulnerability

TABLE 3

D100	MAGIC ITEM
01–05	Ring of Protection +3 (any)
06–10	Ring of Spell Storing (any)
11–15	Rod of Cancellation (any)
16–20	Roll d6 1–3: Staff of the Serpent (CD) 4–6: Staff of Compulsion (CM)
21–25	Bag of Tricks (any)
26–30	Boots of Speed (any)
31–35	Boots of Striding and Springing (any)
36–40	Cloak of Displacement, Minor (any)
41–45	Gauntlets of Ogre Power (ACDFPRT)
46–50	Pipes of the Sewers (any)
51–55	Robe of Blending (IM)
56–60	Rope of Climbing (any), Rope of Entanglement (AFPRT)
61–65	Plate Mail +3, Shield +2
66–70	Shield +5
71–75	Sword, Defender (AFPRT)
76–80	Mace +3
81–85	Spear +3
86–90	Mantle of Magic Resistance (any)
91–95	Drums of Panic (any)
96–00	Rod of Rulership (FPR)

TABLE 4

D100	MAGIC ITEM
01–05	Hammer of the Dwarfs (F)
06–10	Scarab of Protection (any)
11–15	Periapt of Wound Closure (any)
16–20	Circlet of Blasting, Minor (M)
21–25	Ring of Djinn Summoning (any)
26–30	Ring of Spell Turning (any)
31–35	Rod of Striking (CDIM)
36–40	Wand of Fire (DM)
41–45	Cube of Force (any)
46–50	Eyes of Charming (IM)
51–55	Horn of Valhalla (special)
56–60	Robe of Scintillating Colours (IM)
61–65	Amulet of Natural Armour +4 (any)
66–70	Plate Mail +4, Shield +3
71–75	Sword, Keenblade (AFPRT)
76–80	Arrow of Slaying (AFPRT)
81–85	Ring of 3 Wishes (any)
86–90	Robe of the Archmagi (IM)
91–95	Dagger of Venom (AFT)
96–00	Cubic Gate (CDIM)

CHAPTER EIGHT: DESIGNING CITY ADVENTURES

Most city adventures move from location to location as the characters meet or ask about NPCs, following the trail of information into a series of negotiations or combats.

Nevertheless, most city adventures involve random encounters on the streets.

RANDOM URBAN ENCOUNTERS

Player characters are also likely to have random encounters when roaming the streets in a town or city. You should check for random encounters every three turns or as desired. You are encouraged to design your own encounter charts keyed to each district or ward. When a pre–designed table is unavailable, the Urban Encounters Table is useful for most circumstances. The GM should exercise discretion when generating random encounters and keep in mind the particular place where the encounter occurs. Improbable or inconvenient results can be ignored and treated as if no encounter occurred. The GM is also encouraged to disguise the true nature of urban encounters by describing NPCs in vague and/or similar terms.

Most of the NPCs encountered while adventuring in urban or civilised countryside areas are normal folk, with no adventuring profession such as fighting, spell-casting or thievery.

TABLE 2.8.1A: DAYTIME ENCOUNTERS

D100	ENCOUNTER
01	Assassins.* 1d3 encountered, possibly in disguise.
02	Bandits. 3d4 plus a Leader
03–12	Beggars. 1d2 0 level NPCs.
13	Brigands. 3d4 plus a Leader
14–18	Town Guards. 2d8 plus a Leader.
19–21	Town Official: roll 1d10: (1–9) Minor Official (10) Major Official and 2d4 Guardsmen.
22–23	Town Watch: 5 Men–at–Arms (0–lvl) and Sergeant (lvl 1d3) and a Cleric (lvl d4+1).
24–25	Cleric.* A d6+5–lvl Cleric with 1d6–1 d4–lvl Assistant Clerics.
26	Druid.* A d6+5–lvl Druid with (1–5) 1d4-1 d4–lvl Lesser Druids or (6–10) 1d4 d6–lvl Fighters.
27	Drunk. See Urban Professions Sub–table for exact type.
28–29	Fighter.* A 2d4+4–lvl Fighter with 1d4–1 d4–lvl Henchmen.
30–33	Gentry (landowners). Roll 1d10: (1–4) Foppish Dandy and d4 Sycophants (5–6) Lone gentleman/woman on a secret errand or tryst (7–10) d4+6–lvl Fighter and d4 similar friends.
34	Giant Rats, 2d4.
35–39	Townsperson. A 0–lvl normal Human

TABLE 2.8.1A: DAYTIME ENCOUNTERS CONTINUED

D100	ENCOUNTER
40–41	Expert Hireling. Roll 1d10: (1) Alchemist, (2) Armourer, (3 or 4) Blacksmith, (5) Engineer (Architect), (6) Jeweller (Gemcutter), (7) Sage, (8) Scribe, (9) Spy, or (10) Weaponer. The expert is accompanied by 1d4 bodyguards (level 0 soldiers).
42	Illusionist.* A d4+6–lvl Illusionist with (1–5) d4–1 d4–lvl Apprentice Illusionists or (6–10) 1d3 d6–lvl Fighter Bodyguards.
43-46	Labourers. 3d4 rough workmen
47–50	Peddlers. 1d3 peddlers selling simple goods on the street
51	Magic-User.* A d6+6–lvl Magic-user with (1–4) d4 d6–lvl Apprentice Magic-users (5–7) d4 d4+3–lvl Fighter Bodyguards or (8–10) d2 Apprentices and d2 Bodyguards as above.
52–55	Mercenaries. 3d4 d6-1–lvl Fighters.
56–62	Merchants. 1d3 Merchants (0–lvl normal Humans).
63	Troubadours. 1d4 Travelling bards, musicians or actors.
64–65	Ranger*. A d4+6-lvl Ranger.
66	Noble.** Noble and 1d4 d4–lvl Fighter Bodyguards.
67–69	Paladin.* A d4+5–lvl Paladin.
70	Pilgrims. 3d4 Pilgrims (normal Humans).
71–72	Press Gang. 2d8 1st–lvl Fighters and a d4+1–lvl Leader all wielding clubs.
73	Ruffians. 1d4+1 d6+4–lvl Fighters.
74–78	Rakshasas. (GM's discretion. 1d3 encountered.)
79–82	Thieves.* A d4+7–lvl Thief and 1d3–1 d4–lvl Apprentice Thieves.
83–97	Tradesmen. 2d4 Artisans, craftsmen or skilled workers (normal humans).
98	Wererats. 2d4 encountered (1–9) in human form (10) in giant rat form.
99	Weretigers. 1d2 encountered in human form.
00	Werewolves. 2d4 encountered in human form.

*For these encounters, check first to see if the NPC is a human or demi-human on the Ancestry Sub–table.

**See the Noble Sub–table for Noble NPC professions.

TABLE 2.8.1B: NIGHTTIME ENCOUNTERS

D100	ENCOUNTER
01–03	Assassins.* 1d3 encountered, possibly in disguise.
04–05	Bandits. 3d4 plus a Leader
06–08	Beggars. 1d2 0 level NPCs.
09–10	Brigands. 3d4 plus a Leader
11	Town Guards. 2d8 plus a Leader.
12	Town Official: roll 1d10: (1–9) Minor Official (10) Major Official and 2d4 Guardsmen.
13–21	Town Watch: 5 Men–at–Arms (0–lvl) and Sergeant (lvl 1d3) and a Cleric (lvl d4+1)
22	Cleric.* A d6+5–lvl Cleric with 1d6–1 d4–lvl Assistant Clerics

TABLE 2.8.1B: NIGHTTIME ENCOUNTERS CONTINUED

D100	ENCOUNTER
23	Demon. GM’s discretion. Only 1 encountered.
24	Devil. GM’s discretion. Only 1 encountered.
25	Doppelgängers, 1d4+2. See Urban Professions Sub-table for their disguise.
26	Druid.* A d6+5–lvl Druid with (1–5) 1d4-1 d4–lvl Lesser Druids or (6–10) 1d4 d6–lvl Fighters.
27–31	Drunk. See Urban Professions Sub–table for exact type.
32–33	Fighter.* A 2d4+4–lvl Fighter with 1d4–1 d4–lvl Henchmen.
34–35	Gentry (landowners). Roll 1d10: (1–4) Foppish Dandy and d4 Sycophants (5–6) Lone gentleman/woman on a secret errand or tryst (7–10) d4+6–lvl Fighter and d4 similar friends.
36	Roll 1d10: (1–3) 2d4 Ghasts, (4–10) 4d4 Ghouls
37	Ghost (1)
38–42	Giant Rats, 4d6
43	Townsperson (0-level)
44–50	Expert Hireling. Roll 1d10: (1) Alchemist, (2) Armourer, (3 or 4) Blacksmith, (5) Engineer (Architect), (6) Jeweller (Gemcutter), (7) Sage, (8) Scribe, (9) Spy, or (10) Weaponer. The expert is accompanied by 1d4 bodyguards (level 0 soldiers).
51	Illusionist.* A d4+6–lvl Illusionist with (1–5) d4–1 d4–lvl Apprentice Illusionists or (6–10) 1d3 d6–lvl Fighter Bodyguards.
52	Labourers. 3d4 rough workmen
53	Magic-User.* A d6+6–lvl Magic-user with (1–4) d4 d6–lvl Apprentice Magic-users (5–7) d4 d4+3–lvl Fighter Bodyguards or (8–10) d2 Apprentices and d2 Bodyguards as above.
54–58	Mercenaries. 3d4 d6-1–lvl Fighters.
59–60	Merchants. 1d3 Merchants (0–lvl normal Humans) with 2d4 0-lvl Mercenary Guards and 1 d4-lvl Mercenary Leader
61	Troubadours. 1d4 Travelling bards, musicians or actors.
62	Night Hag (GM’s discretion. Only 1 encountered).
63–64	Noble.** Noble and 1d4 d4–lvl Fighter Bodyguards.
65	Paladin.* A d4+5–lvl Paladin.
66	Pilgrims. 3d4 Pilgrims (normal Humans).
67	Press Gang. 2d8 1st–lvl Fighters and a d4+1–lvl Leader all wielding clubs.
68–72	Ruffians. 1d4+1 d6+4–lvl Fighters.
73	Rakshasas. (GM’s discretion. 1d3 encountered.)
74–80	Roll 1d10: (1–8) Muggers, 1d6+6 2nd-lvl Fighters armed with clubs, or (9–10) 1d6+6 Humanoids (Orcs, Kobolds, Goblins, etc. GM’s discretion.)
81	Shadows, 2d4.
82	Spectres (GM’s discretion). 1d3 encountered. Otherwise 2d4 shadows.
83–88	Thieves.* A d4+7–lvl Thief and 1d3–1 d4–lvl Apprentice Thieves.

TABLE 2.8.1B: NIGHTTIME ENCOUNTERS CONTINUED

D100	ENCOUNTER
89–90	Tradesmen. 2d4 Artisans, craftsmen or skilled workers (normal humans).
91–93	Wererats. 2d4 encountered (1–9) in human form (10) in giant rat form.
94	Weretigers. 1d2 encountered in human (90%) or tiger (10%) form.
95–96	Werewolves. 2d4 encountered, 50% chance to be in wolf form.
97	Wights, 1d4+1
98	Will-o-the-Wisp, 1 (GM Discretion) otherwise 1 wraith
99	Wraiths, 1d4
00	Roll 1d10: (1–8) 1 Vampire (Roll 1d6 for form: 1–2 giant bat, 3–6 gaseous form), (9–10) 1 Lich

*For these encounters, check first to see if the NPC is a human or demi-human on the Ancestry Sub-table.

**See the Noble Sub-table for Noble NPC professions.

URBAN ENCOUNTER SUB–TABLES

Several of the encounter entries refer to one or more of the following sub–tables to detail general encounter types.

TABLE 2.8.1C: ANCESTRY SUB–TABLE

D100	ANCESTRY
01–10	Dwarf
11–15	Elf
16–20	Gnome
21–28	Half–Elf
29–34	Halfling
35–40	Half–Orc
41–00	Human

TABLE 2.8.1D: URBAN PROFESSIONS SUB-TABLE

D100	PROFESSION
01-04	Alchemist
05-08	Armourer
09-10	Assassin
11-14	Bandit
15-20	Blacksmith
21-24	City Guard
25-26	City Official
27-30	City Watch
31-34	Cleric
35	Druid
36-37	Engineer
38-42	Fighter
43-44	Illusionist
45-48	Jeweller (Gemcutter),
49-55	Labourer
56-59	Magic-user
60-65	Mercenary
66-75	Merchant
76-79	Noble**
80-83	Sage
84-90	Scribe
91-92	Spy
93-98	Thief
99-00	Weaponer

*For these encounters, check first to see if the NPC is a human or demi-human on the Ancestry Sub–table.

**See the Noble Sub–table for Noble NPC professions.

TABLE 2.8.1E: NOBLE PROFESSIONS SUB-TABLE

D100	CLASS	LEVEL
01–50	Normal Human	0
51–85	Fighter	d8+4
86–00	Cleric	d8+4

CHAPTER NINE: WILDERNESS ENCOUNTER TABLES

RANDOM WILDERNESS ENCOUNTERS

For the purposes of Wilderness Encounter Tables it is recommended the most prevalent terrain within the party's current hex be used. This means a party in the foothills of a mountain range, a hex with mostly hills and a few mountains, would use the "Hills" encounter table.

Unlike dungeon encounters, wilderness encounters are not keyed to party level or strength. As a rule of thumb, the GM should use the "No. Encountered" entry in the rulebook to generate specific numbers. Players, for their part, should learn and develop the fine art of running away. Wandering about the wilderness of most campaign milieus is a hazardous pastime.

> The number of monsters encountered on these tables is found in the Monster section, as
>
> "NO. ENCOUNTERED."

The NPC Tables, explained more fully below, may be used to generate lone NPCs or complete adventuring NPC parties. Tables are provided for generating NPCs and NPC parties in the Dungeon Encounter Tables section of these rules.

REGARDING THE LOST WORLD ENCOUNTER TABLES

Lost World settings are chaotic places. OSRIC adds a little chaos into the tables but feel free to expand upon this idea. You may wish to add encounters with UFO aliens, present day humans from non-magical and high science worlds, even a giant ape which fancies itself a King.

The past, present, and future time travellers are labels relative to the player character's "normal" time.

Cavemen are roughly equivalent to Neanderthal proto-humans. The advanced cavemen referred to by the tables are akin to Cro-Magnon proto-humans.

The Time–Lost Village encounter refers to a settlement of humans or demi-humans that is "unstuck in time" and randomly relocates to various eras, perhaps even changing physical location when time–shifting. One may look to various sources for inspiration, including the musical *Brigadoon*, the UK television series *Dr. Who*, and the US television series *The Time Tunnel*.

EXPLANATION OF NPC TYPES

Decoys serve either to distract the party from something else, or put the party at ease and lure them into a dangerous situation. For example: a group of charmed humans who seek to lure the PC party into the den of a rakshasa.

Escapees have escaped from imprisonment by some nearby entity. The NPCs may have little or no equipment or weapons and are either under pursuit from their captors or will be shortly.

Joiners seek to join the PCs. The GM is free to manufacture motivation appropriate to their needs, either malevolent or benevolent.

Runners are fleeing or avoiding an encounter. Whatever they are fleeing is probably chasing them, whatever they are avoiding may or may not be aware of their presence. Unlike escapees, these NPCs will be appropriately armed, armoured, and equipped.

Searchers are looking for something, usually an item or person. The possibilities are myriad, a few examples are: seeking a powerful artifact, weapon, stolen item; or, seeking a friend, arch-enemy, or kidnapped daughter of the local woodcutter.

Survivors are 1 or 2 demoralised survivors of an otherwise wiped-out adventuring party. They may have limited equipment and be in need of healing.

Wolves (in sheep's clothing) are creatures that appear human but are not. This category includes were-creatures, doppelgängers, polymorphed creatures, and the like. The disguised creature may not necessarily mean the party harm, the avatar of a benevolent deity who doesn't wish to reveal their divinity to the party is one example that comes to mind.

THE MAIN TABLE

Roll on whichever column of this table (Aquatic, Arctic, etc.) best describes the terrain. Your result will be something like "Airborne" or "Animal." Then go to the Sub-Table for that type of terrain and roll for that sub-category.

Example: You roll on the main table under "Arctic," because the characters are in an arctic area. The dice indicate a 15, which is a result of "Animal." Now you go to the "Arctic" table and find the column for "Animal." You roll dice again and get a result of 11, indicating that the encounter is with walruses.

"Water" results indicate that a creature living in a river or lake (or in the sea, if it is a coastal area) has emerged or might emerge to hunt. Check to see what the result is, and if it's simply not possible, roll for another category.

Aquatic: This table is used for underwater encounters.

Arctic: This table is used for arctic encounters.

Desert: This table is used in deserts and very dry areas.

Forest: This table is used in forested areas.

Graveyard: This table is used for wastelands, ruins, ancient battlegrounds, and tomb areas (which is why it might contain a hamlet or wizard's tower). The main feature of this table is the relatively high frequency of undead.

Hills: This table is used for hilly areas and mountain foothills.

Jungle: This table is used in tropical rainforests.

Lost World: This is for gonzo, pulp-fiction settings.

Marine: This table is used for waterborne encounters (on ships, or airborne over seas).

Mountains: This table is used for mountains.

Plains: This table is used for plains and flatlands.

Rural: This table is used for settled, relatively civilised countryside.

Tundra: This table is used for cold, high regions that aren't arctic.

Wetlands: This table is used for swamps and marshes.

TABLE 2.9.1: WILDERNESS ENCOUNTERS MAIN TABLE (PART 1)

D100	AQUATIC	D100	ARCTIC	D100	DESERT	D100	FOREST	D100	GRAVEYARD
—	Airborne	01–05	Airborne	01–04	Airborne	01–10	Airborne	01–03	Airborne
01-30	Animal	06–17	Animal	05–19	Animal	11–30	Animal	04–13	Animal
31-35	Dinosaur	18–22	Dragon	20–24	Dragon	31–36	Dragon	14–16	Dragon
36-45	Giant	23–37	Giant	25–29	Giant	37–41	Giant	17	Giant
—	Human/ demi-human	38–47	Human/ demi-human	30–49	Human/ demi-human	42–48	Human/ demi-human	18–22	Human/ demi-human
46-61	Humanoid	48–57	Humanoid	50–61	Humanoid	49–56	Humanoid	23–37	Humanoid
62-70	Monster	58–82	Monster	62–76	Monster	57–76	Monster	38–57	Monster
—	NPC	83	NPC	77–83	NPC	77–78	NPC	58–62	NPC
71-75	Undead	84	Undead	84	Undead	79	Undead	63–87	Undead
76-94	Invertebrates	85–89	Invertebrates	85–96	Invertebrates	80–88	Invertebrates	88–97	Invertebrates
—	Water	90–99	Water	97–98	Water	89–98	Water	98	Water
95-00	Special	00	Special	99–00	Special	99–00	Special	99–00	Special

TABLE 2.9.1: WILDERNESS ENCOUNTERS MAIN TABLE (PART 2)

D100	HILLS	D100	JUNGLE	D100	LOST WORLD	D100	MARINE	D100	MOUNTAINS
01–15	Airborne	01–15	Airborne	01–15	Airborne	01–10	Airborne	01–19	Airborne
16–25	Animal	16–25	Animal	16–27	Animal	11-30	Animal	20–39	Animal
26–30	Dragon	26–27	Dragon	28	Large Carnivore	31-35	Dragon	40–44	Dragon
31–40	Giant	28–29	Giant	29	Large Herbivore	36-45	Ship	45–52	Giant
41–60	Human/demi-human	30–37	Human/demi-human	30–35	Human/demi-human	46-65	Human	53–62	Human/demi-human
61–75	Humanoid	38–49	Humanoid	36–50	Humanoid	66-70	Humanoid	63–77	Humanoid
76–90	Monster	50–67	Monster	51–70	Other Dinosaurs	71-80	Monster	78–82	Monster
91–92	NPC	68–69	NPC	71–73	NPC	81-85	NPC	83–84	NPC
93	Undead	70–74	Undead	74	Undead	86-90	Undead	85	Undead
94–98	Invertebrates	75–89	Invertebrates	75–89	Invertebrates	91-99	Invertebrates	86–92	Invertebrates
99	Water	90–99	Water	90–99	Water	—	—	93–95	Water
00	Special	00	Special	00	Special	00	Special	96–00	Special

TABLE 2.9.1: WILDERNESS ENCOUNTERS MAIN TABLE (PART 3)

D100	PLAINS	D100	RURAL	D100	TUNDRA	D100	WETLANDS
01–19	Airborne	01–10	Airborne	01–08	Airborne	01–05	Airborne
20–29	Animal	11–20	Animal	09–23	Animal	06–15	Animal
30–31	Dragon	21	Dragon	24–27	Dragon	16–18	Dragon
32	Giant	22	Giant	28–33	Giant	19–20	Giant
33-52	Human/demi-human	23–58	Human/demi-human	34–43	Human/demi-human	21–22	Human/demi-human
53–60	Humanoid	59–66	Humanoid	44–58	Humanoid	23–37	Humanoid
61–75	Monster	67–76	Monster	59–78	Monster	38–57	Monster
76–78	NPC	77–80	NPC	79–80	NPC	58	NPC
79	Undead	81	Undead	81	Undead	59–60	Undead
80–89	Invertebrates	82–91	Invertebrates	82–91	Invertebrates	61–80	Invertebrates
90–97	Water	92–99	Water	92–99	Water	81–95	Water
98–00	Special	00	Special	00	Special	96–00	Special

TABLE 2.9.1A: AQUATIC ENCOUNTERS (PART 1)

D20	ANIMAL	DINOSAUR	GIANT	HUMANOID
1	Dolphins	Archelon	Cloud Giant	Merfolk
2	Sea Lion	Dunkleosteus	Cloud Giant	Merfolk
3	Seahorse, giant	Elasmosaurus	Cloud Giant	Merfolk
4	Barracuda	Elasmosaurus	Cloud Giant	Merfolk
5	Barracuda	Elasmosaurus	Cloud Giant	Merfolk
6	Crocodile	Elasmosaurus	Trolls, Aquatic	Locathah
7	Eel, giant moray	Elasmosaurus	Trolls, Aquatic	Locathah
8	Fish, giant (Gar)	Elasmosaurus	Trolls, Aquatic	Locathah
9	Hippocampus	Elasmosaurus	Trolls, Aquatic	Sahuagin
10	Turtle, giant sea	Mosasaurus	Trolls, Aquatic	Sahuagin
11	Turtle, giant sea	Mosasaurus	Sea Hag	Lizardmen
12	Turtle, giant snapping	Nothosaurus	Sea Hag	Lizardmen
13	Fish, giant (Pike)	Nothosaurus	Sea Hag	Sea elves
14	Eel, giant electric	Plesiosaurus	Sea Hag	Crabman
15	Eel, giant weed	Plesiosaurus	Sea Hag	Crabman
16	Shark	Plesiosaurus	Storm Giant	Triton
17	Shark	Plesiosaurus	Storm Giant	Triton
18	Shark	Plesiosaurus	Storm Giant	Nixie
19	Whale	Plesiosaurus	Storm Giant	Nixie
20	Whale	Plesiosaurus	Storm Giant	Nereid

TABLE 2.9.1A: AQUATIC ENCOUNTERS (PART 2)

D20	MONSTER	UNDEAD	INVERTEBRATES	SPECIAL
1	Crocodile, Giant	Ghoul (Aquatic)	Ants, Giant (aquatic)	Abandoned Humanoid Settlement (coral)
2	Crocodile, Giant	Ghoul (Aquatic)	Beetle, Giant Water	Coral City (see below)
3	Eye of the Deep	Ghoul (Aquatic)	Beetle, Giant Water	Coral City (see below)
4	Eye of the Deep	Ghoul (Aquatic)	Centipede, Biggest (aquatic)	Djinn, but a water type
5	Eye of the Deep	Ghoul (Aquatic)	Crustacean, giant (Crayfish)	Djinn, but a water type
6	Fish, giant leviathan	Ghoul (Aquatic)	Crustacean, giant (Crab)	Elemental, Water
7	Fish, giant leviathan	Ghoul (Aquatic)	Crustacean, giant (Crab)	Elemental, Water
8	Kraken	Ghoul (Aquatic)	Leech, giant	Elemental, Water
9	Kraken	Skeleton	Octopus, giant	Elemental, Water
10	Naga, Water	Skeleton	Octopus, giant	Homunculus
11	Naga, Water	Skeleton	Portuguese Man o War, giant	Magic-user level 1d4+10 in submersible vessel with NPC party

TABLE 2.9.1A: AQUATIC ENCOUNTERS (PART 2) CONTINUED

D20	MONSTER	UNDEAD	INVERTEBRATES	SPECIAL
12	Naga, Water	Skeleton	Scorpion, giant (aquatic)	Magic-user level 1d4+10 in submersible vessel with NPC party
13	Sea Serpent	Skeleton	Slug, giant	Shipwreck
14	Sea Serpent	Skeleton	Slug, giant	Shipwreck
15	Sea Serpent	Will–o–the–Wisp	Squid, giant	Shipwreck
16	Sea Serpent	Zombie	Squid, giant	Shipwreck
17	Shambling Mound, aquatic	Zombie	Spider, Giant (biggest, aquatic)	Shipwreck
18	Shambling Mound, aquatic	Zombie	Spider, Giant (bigger, aquatic)	Shipwreck
19	Treant (aquatic)	Zombie, Monster	Spider, Giant (big, aquatic)	Shipwreck
20	Treant (aquatic)	Zombie, Monster	Spider, Giant Water	Shipwreck

Coral Cities are ruled by a storm giant, a cloud giant, a kraken, a water naga of exceptional power, or by a humanoid leader (roll on the Humanoid column for type) with high character-class levels (1d4+9). This is the equivalent of a surface city, bringing traders and intrigue from several different ancestries (including monstrous ones). If the leader of the city is a humanoid type, then the majority of the population is also of that ancestry. If the leader is a monster type (storm giants and krakens for example), most of the population is aquatic humanoids, but there is not an overwhelming majority of any particular type.

TABLE 2.9.1B: ARCTIC ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bird of prey	Bear, Polar	Dragon, Black	Giant, Cloud	Dwarfs	Bugbear
2	Bird of prey, giant	Bear, Polar	Dragon, Black	Giant, Cloud	Dwarfs	Bugbear
3	Bird of prey, giant	Bear, Polar	Dragon, Black	Giant, Frost	Dwarfs	Flind
4	Chimera	Bear, Polar	Dragon, Black	Giant, Frost	Human, Bandit	Flind
5	Cockatrice	Dog, Wild	Dragon, Black	Giant, Frost	Human, Bandit	Gnoll
6	Cockatrice	Dog, Wild	Dragon, Black	Giant, Frost	Human, Bandit	Gnoll
7	Griffon	Dog, Wild	Dragon, Bronze	Giant, Frost	Human, Berserker	Goblin
8	Harpy	Dog, Wild	Dragon, Bronze	Giant, Frost	Human, Berserker	Goblin
9	Hippogriff	Walrus	Dragon, Bronze	Giant, Frost	Human, Berserker	Hobgoblin
10	Nightmare	Walrus	Dragon, Red	Giant, Frost	Human, Berserker	Hobgoblin
11	Pegasus	Walrus	Dragon, Red	Giant, Frost	Human, Berserker	Hobgoblin
12	Roc	Wolf	Dragon, Red	Giant, Frost	Human, Brigand	Troll

TABLE 2.9.1B: ARCTIC ENCOUNTERS (PART 1) CONTINUED

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
13	Shedu	Wolf	Dragon, White	Giant, Frost	Human, Brigand	Troll
14	Sphinx, Hieraco–	Wolf	Dragon, White	Giant, Frost	Human, Brigand	Troll, Giant
15	Sphinx, Andro–	Wolf	Dragon, White	Giant, Frost	Human, Merchant	Troll, Giant 2–Headed
16	Sphinx, Crio–	Wolf	Dragon, White	Giant, Frost	Human, Merchant	Troll, Ice
17	Sphinx, Gyno–	Wolf	Dragon, White	Giant, Stone	Human, Merchant	Troll, Ice
18	Stirge	Wolverine	Dragon, White	Giant, Stone	Human, Pilgrim	Troll, Ice
19	Vulchling	Wolverine	Dragon, White	Giant, Storm	Human, Pilgrim	Troll, Ice
20	Wyvern	Wolverine	Dragon, White	Giant, Storm	Werewolf	Troll, Ice

TABLE 2.9.1B: ARCTIC ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Basilisk	Decoys	Ghost	Ant, Giant Soldier	Barracuda	Aerial Servant
2	Blink Dog	Decoys	Ghost	Ant, Giant Soldier	Barracuda	Barghest
3	Blink Dog	Escapees	Ghost	Ant, Giant Soldier	Crab, Giant	Barghest
4	Blink Dog	Escapees	Ghost	Ant, Giant Soldier	Eel, Giant Moray	Bone Devil
5	Phase Cat	Escapees	Phantom	Ant, Giant Soldier	Fish, Leviathan	Demon, Babau
6	Naga, Guardian	Joiners	Phantom	Beetle, Giant Stag	Kraken	Demon, Class A
7	Owlbear	Joiners	Phantom	Beetle, Giant Stag	Nixie	Demon, Shub
8	Remorhaz	Joiners	Shadow	Beetle, Giant Stag	Octopus, Giant	Demon, Shub
9	Remorhaz	Joiners	Shadow	Beetle, Giant Stag	Portuguese Man O' War	Aluu-demon
10	Remorhaz	Runners	Vampire	Beetle, Giant Stag	Sea Serpent	Caumbion
11	Remorhaz	Runners	Vampire	Beetle, Giant Water	Shark	Devil, Ice
12	Remorhaz	Searchers	Vampire	Beetle, Giant Water	Shark	Hellcat
13	Worg	Searchers	Vampire	Beetle, Giant Water	Squid, Giant	Hobgoblin
14	Worg	Searchers	Wight	Beetle, Giant Water	Squid, Giant	Imp
15	Worg	Searchers	Wight	Spider, Phase	Walrus	Lemure
16	Worg	Searchers	Wight	Spider, Phase	Walrus	Lemure
17	Yeti	Survivors	Will–o–the–Wisp	Spider, Phase	Walrus	Devil, Manalishi, White
18	Yeti	Wolves ISC	Will–o–the–Wisp	Spider, Phase	Walrus	Human, Mystic Nomads
19	Yeti	Wolves ISC	Will–o–the–Wisp	Spider, Phase	Walrus	Quasit
20	Yeti	Wolves ISC	Will–o–the–Wisp	Spider, Phase	Walrus	Quasit

TABLE 2.9.1C: DESERT ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bird	Camel	Dragon, Blue	Giant, Cloud	Human, Bandit	Flind
2	Bird	Camel	Dragon, Blue	Giant, Cloud	Human, Bandit	Flind
3	Bird of prey, normal	Camel	Dragon, Blue	Giant, Cloud	Human, Bandit	Flind
4	Bird of prey, giant	Cat, Wild	Dragon, Blue	Ogre	Human, Brigand	Gnoll
5	Chimera	Cat, Wild	Dragon, Brass	Ogre	Human, Brigand	Gnoll
6	Chimera	Dog, Wild	Dragon, Brass	Ogre	Human, Brigand	Gnoll
7	Cockatrice	Horse, Wild	Dragon, Brass	Ogre	Human, Mystic Nomads	Goblin
8	Cockatrice	Jackal	Dragon, Brass	Ogre	Human, Mystic Nomads	Grimlock
9	Cockatrice	Jackal	Dragon, Bronze	Ogre	Human, Mystic Nomads	Grimlock
10	Manticore	Jackal	Dragon, Bronze	Ogre	Human, Mystic Nomads	Hobgoblin
11	Manticore	Jackal, Huge	Dragon, Copper	Ogre	Human, Mystic Nomads	Orc
12	Manticore	Jackal, Giant	Dragon, Copper	Ogre	Human, Mounted Nomads	Orc
13	Nightmare	Rat	Dragon, Gold	Ogre	Human, Mounted Nomads	Orc
14	Roc	Rat	Dragon, Gold	Ogre	Human, Mounted Nomads	Troll
15	Roc	Rat, Giant	Dragon, Green	Ogre Mage	Human, Mounted Nomads	Troll
16	Sphinx, Hieraco–	Rat, Giant	Dragon, Red	Ogre Mage	Human, Pilgrim	Troll
17	Sphinx, Andro–	Snake, Giant Adder	Dragon, Red	Ogre Mage	Human, Pilgrim	Troll, Giant
18	Sphinx, Crio–	Snake, Giant Boa	Dragon, Red	Ogre Mage	Wereboar	Troll, Giant
19	Sphinx, Gyno–	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Wererat	Troll, Giant 2–Headed
20	Stirge	Snake, Giant, Amphisbaena	Dragon, Silver	Ogre Mage	Werewolf	Troll, Giant 2–Headed

TABLE 2.9.1C: DESERT ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Ankheg	Decoys	Ghast	Ant, Giant Queen (Hive)	Beetle, Giant Water	Bear, Polar
2	Ankheg	Decoys	Ghast	Ant, Giant Soldier	Beetle, Giant Water	Elemental, Air
3	Basilisk	Decoys	Ghoul	Ant, Giant Soldier	Crayfish, Giant	Elemental, Earth
4	Behir	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Elemental, Earth
5	Blink Dog	Escapees	Ghoul	Ant, Giant Worker	Crocodile	Elemental, Fire
6	Bulette	Escapees	Ghoul	Centipede, Giant	Crocodile, Giant	Elemental, Fire
7	Dracolisk	Escapees	Ghoul	Centipede, Giant	Crocodile, Giant	Elemental, Water
8	Hell Hound	Joiners	Lich	Centipede, Huge	Eel, Giant Electric	Djinn
9	Jackalwere	Joiners	Mummy	Centipede, Huge	Fish, Giant Gar	Djinn
10	Jackalwere	Runners	Mummy	Centipede, Large	Fish, Giant Pike	Invisible Stalker
11	Lammasu	Runners	Mummy	Centipede, Large	Hippopotamus	Mephit, Fire
12	Lammasu	Searchers	Mummy	Fly, Giant Blowfly	Hippopotamus	Mephit, Fire
13	Naga, Guardian	Searchers	Mummy	Fly, Giant Horsefly	Hippopotamus	Mephit, Lava
14	Naga, Guardian	Searchers	Skeleton Warrior	Fly, Giant Horsefly	Naga, Water	Mephit, Smoke
15	Pseudo–Dragon	Searchers	Vampire	Scorpion, Giant	Spider, Giant Water	Mephit, Steam
16	Pseudo–Dragon	Survivors	Vampire	Spider, Giant	Spider, Giant Water	Necrophidius
17	Purple Worm	Wolves ISC	Wight	Spider, Huge	Spider, Giant Water	Night Hag
18	Purple Worm	Wolves ISC	Zombie	Spider, Large	Toad, Giant	Rakshasha
19	Worg	Wolves ISC	Zombie	Spider, Phase	Toad, Giant	Troll, Spectral
20	Worg	Wolves ISC	Zombie, Juju	Wasp, Giant	Toad, Giant	Xorn

TABLE 2.9.1D: FOREST ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Badger	Dragon, Bronze	Giant, Hill	Castle	Bugbear
2	Bat	Bear, Black	Dragon, Bronze	Giant, Hill	Elf	Flind
3	Bat, Mobat	Bear, Brown	Dragon, Gold	Giant, Hill	Elf	Gnoll
4	Bat, Giant	Boar, Wild	Dragon, Gold	Giant, Hill	Elf	Gnoll
5	Bird	Cat, Wild	Dragon, Gold	Ogre	Elf	Grimlock
6	Bird	Dog, Wild	Dragon, Green	Ogre	Hamlet	Grimlock
7	Bird of prey, normal	Horse, Pony	Dragon, Green	Ogre	Human, Bandit	Grimlock
8	Bird of prey, giant	Horse, Wild	Dragon, Green	Ogre	Human, Bandit	Hobgoblin
9	Chimera	Jackal	Dragon, Green	Ogre	Human, Brigand	Kobold
10	Cockatrice	Jackal, Dire	Dragon, Green	Ogre	Human, Brigand	Kobold
11	Nightmare	Rat	Dragon, Green	Ogre	Human, Merchant	Kobold
12	Pegasus	Rat, Giant	Dragon, Green	Ogre	Human, Merchant	Kobold

TABLE 2.9.1D: FOREST ENCOUNTERS (PART 1) CONTINUED

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
13	Pixie	Snake, Giant Adder	Dragon, Green	Ogre	Human, Merchant	Orc
14	Shedu	Snake, Giant Boa	Dragon, Red	Ogre Mage	Human, Pilgrim	Orc
15	Sphinx, Hieraco–	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Human, Pilgrim	Orc
16	Sphinx, Andro–	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Human, Pilgrim	Troll
17	Sphinx, Crio–	Wolf	Dragon, Red	Ogre Mage	Werebear	Troll
18	Sphinx, Gyno–	Wolf, Dire	Dragon, Red	Ogre Mage	Wereboar	Troll, Giant
19	Stirge	Wolverine	Dragon, Red	Ogre Mage	Wererat	Troll, Giant
20	Wyvern	Wolverine, Giant	Dragon, Red	Ogre Mage	Werewolf	Troll, Giant 2–Headed

TABLE 2.9.1D: FOREST ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Centaur	Decoys	Banshee	Ant, Giant Queen (Hive)	Beetle, Giant Water	Demon, Succubus
2	Centaur	Decoys	Banshee	Ant, Giant Soldier	Beetle, Giant Water	Devil, Bearded
3	Dryad	Decoys	Banshee	Ant, Giant Worker	Crayfish, Giant	Devil, Manalishi, Green
4	Dryad	Escapees	Ghoul	Ant, Giant Worker	Crayfish, Giant	Devil, Pit Fiend
5	Faun	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Elemental, Air
6	Faun	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Elemental, Earth
7	Leprechaun	Escapees	Shadow	Beetle, Giant Fire	Crocodile	Elemental, Fire
8	Leprechaun	Joiners	Shadow	Beetle, Giant Fire	Crocodile, Giant	Elemental, Water
9	Minotaur	Joiners	Shadow	Beetle, Giant Stag	Eel, Giant Electric	Golem, Clay
10	Nymph	Runners	Shadow	Centipede, Giant	Eel, Giant Electric	Invisible Stalker
11	Nymph	Runners	Skeleton	Centipede, Huge	Fish, Giant Gar	Mephit, Fire
12	Owlbear	Runners	Skeleton	Centipede, Large	Fish, Giant Gar	Mephit, Lava
13	Owlbear	Searchers	Skeleton	Fly, Giant Blowfly	Fish, Giant Pike	Mephit, Smoke
14	Pseudo–Dragon	Searchers	Skeleton	Fly, Giant Horsefly	Fish, Giant Pike	Mephit, Steam
15	Slug, Giant	Searchers	Wraith	Scorpion, Giant	Frog, Giant	Necrophidius
16	Sylph	Searchers	Wraith	Spider, Giant	Nixie	Night Hag
17	Treant	Survivors	Zombie	Spider, Huge	Nixie	Nilbog
18	Treant	Survivors	Zombie	Spider, Large	Nixie	Quasit
19	Unicorn	Wolves ISC	Zombie, Vine	Spider, Phase	Toad, Giant	Storm Giant
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Toad, Giant Poisonous	Xorn

TABLE 2.9.1E: GRAVEYARD ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Badger	Dragon, Black	Ettin	Alchemist's Lab	Gnoll
2	Bat	Bear, Black	Dragon, Black	Ettin	Hamlet	Gnoll
3	Bat	Bear, Brown	Dragon, Black	Ettin	Human, Bandit	Gnoll
4	Bat, Mobat	Boar, Wild	Dragon, Black	Ettin	Human, Bandit	Goblin
5	Bat, Mobat	Dog, Wild	Dragon, Black	Ettin	Human, Bandit	Goblin
6	Bat, Giant	Hyena	Dragon, Green	Ettin	Human, Bandit	Goblin
7	Bat, Giant	Jackal	Dragon, Green	Ettin	Human, Brigand	Goblin
8	Bird	Rat	Dragon, Green	Ettin	Human, Brigand	Goblin
9	Bird	Rat	Dragon, Green	Giant, Hill	Human, Brigand	Goblin
10	Bird of prey, normal	Rat	Dragon, Green	Giant, Hill	Human, Brigand	Grimlock
11	Bird of prey, normal	Rat	Dragon, Green	Ogre	Human, Brigand	Grimlock
12	Bird of prey, giant	Rat, Giant	Dragon, Green	Ogre	Human, Pilgrim	Hobgoblin
13	Bird of prey, giant	Rat, Giant	Dragon, Green	Ogre	Human, Pilgrim	Hobgoblin
14	Gargoyle	Snake, Giant Adder	Dragon, Green	Ogre	Human, Pilgrim	Hobgoblin
15	Gargoyle	Snake, Giant Adder	Dragon, Green	Ogre	Human, Pilgrim	Orc
16	Vulchling	Snake, Giant Boa	Dragon, Red	Ogre	Human, Pilgrim	Orc
17	Vulchling	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Human, Pilgrim	Orc
18	Vulchling	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Wererat	Orc
19	Wyvern	Wolf	Dragon, Red	Ogre Mage	Wererat	Orc
20	Wyvern	Wolf, Dire	Dragon, Red	Ogre Mage	Wizard's Tower	Orc

TABLE 2.9.1E: GRAVEYARD ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Yellowmusk Vine	Decoys	Banshee	Ant, Giant Queen (Hive)	Crayfish, Giant	Efreet
2	Yellowmusk Vine	Decoys	Coffer Corpse	Ant, Giant Soldier	Crayfish, Giant	Barghest
3	Yellowmusk Vine	Decoys	Ghast	Ant, Giant Worker	Crayfish, Giant	Caryatid Column
4	Basilisk	Decoys	Ghost	Beetle, Giant Bombardier	Crocodile	Demon, Class F
5	Basilisk	Decoys	Ghoul	Beetle, Giant Fire	Crocodile	Aluu-demon
6	Behir	Escapees	Lich	Beetle, Giant Stag	Crocodile	Caumbion
7	Bulette	Escapees	Mummy	Centipede, Giant	Crocodile, Giant	Devil, Assagim
8	Carcass Creeper	Escapees	Phantom	Centipede, Huge	Eel, Giant Electric	Devil, Erinyes

TABLE 2.9.1E: GRAVEYARD ENCOUNTERS (PART 2) CONTINUED

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
9	Carcass Creeper	Joiners	Shadow	Centipede, Large	Eel, Giant Electric	Devil, Shaitan
10	Carcass Creeper	Joiners	Skeleton	Centipede, Large	Spider, Giant Water	Larval Fiend
11	Caterwaul	Runners	Skeleton Warrior	Fly, Giant Blowfly	Spider, Giant Water	Hellcat
12	Crypt Thing	Runners	Spectre	Fly, Giant Blowfly	Toad, Giant	Doppelgänger
13	Crypt Thing	Runners	Vampire	Fly, Giant Horsefly	Toad, Giant	Imp
14	Hell Hound	Searchers	Wight	Scorpion, Giant	Toad, Giant	Lemure
15	Jackalwere	Searchers	Will–o–the–Wisp	Spider, Giant	Toad, Giant	Mephit, Fire
16	Lamia	Survivors	Wraith	Spider, Huge	Toad, Giant	Mephit, Lava
17	Medusa	Survivors	Zombie	Spider, Large	Toad, Giant Poisonous	Mephit, Smoke
18	Naga, Spirit	Wolves ISC	Zombie, Juju	Spider, Large	Toad, Giant Poisonous	Mephit, Steam
19	Rot Grub	Wolves ISC	Zombie, Monster	Spider, Phase	Toad, Giant Poisonous	Necrophidius
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Turtle, Giant Snapping	Night Hag

TABLE 2.9.1F: HILLS ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bird	Cougar	Dragon, Black	Ettin	Elf	Bugbear
2	Bird	Cougar	Dragon, Bronze	Ettin	Farming Village	Bugbear
3	Bird	Dog, Wild	Dragon, Bronze	Ettin	Gnome	Bugbear
4	Bird of prey, normal	Dog, Wild	Dragon, Bronze	Ettin	Gnome	Bugbear
5	Bird of prey, normal	Horse, Wild	Dragon, Bronze	Giant, Hill	Gnome	Bugbear
6	Bird of prey, giant	Rat	Dragon, Gold	Giant, Hill	Halfling	Grimlock
7	Chimera	Rat	Dragon, Green	Giant, Hill	Halfling	Grimlock
8	Cockatrice	Rat	Dragon, Green	Giant, Hill	Hamlet	Hobgoblin
9	Griffon	Rat, Giant	Dragon, Green	Giant, Hill	Human, Bandit	Hobgoblin
10	Harpy	Rat, Giant	Dragon, Red	Giant, Hill	Human, Bandit	Hobgoblin
11	Harpy	Snake, Giant Adder	Dragon, Red	Giant, Hill	Human, Bandit	Kobold
12	Harpy	Snake, Giant Adder	Dragon, Red	Ogre	Human, Brigand	Kobold
13	Nightmare	Snake, Giant Boa	Dragon, Red	Ogre	Human, Merchant	Orc
14	Pegasus	Snake, Giant Cobra	Dragon, Red	Ogre	Human, Merchant	Orc

TABLE 2.9.1F: HILLS ENCOUNTERS (PART 1) CONTINUED

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
15	Pixie	Snake, Giant, Amphisbaena	Dragon, Red	Ogre	Human, Merchant	Troll
16	Shedu	Wolf	Dragon, Red	Ogre	Human, Pilgrim	Troll
17	Stirge	Wolf	Dragon, Red	Ogre Mage	Stronghold	Troll
18	Stirge	Wolf	Dragon, Red	Ogre Mage	Wereboar	Troll
19	Vulchling	Wolf, Dire	Dragon, Red	Titan	Wererat	Troll, Giant
20	Wyvern	Wolverine	Dragon, Silver	Titan	Werewolf	Troll, Giant 2–Headed

TABLE 2.9.1F: HILLS ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Basilisk	Decoys	Banshee	Ant, Giant Queen (Hive)	Crayfish, Giant	Barghest
2	Behir	Decoys	Ghast	Ant, Giant Queen (Hive)	Crayfish, Giant	Barghest
3	Blink Dog	Decoys	Ghost	Ant, Giant Soldier	Crayfish, Giant	Demon, Class B
4	Caterwaul	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Demon, Succubus
5	Phase Cat	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Devil, Manalishi, Back
6	Dracolisk	Escapees	Ghoul	Ant, Giant Worker	Crocodile	Devil, Spiked
7	Leprechaun	Escapees	Lich	Beetle, Giant Bombardier	Crocodile, Giant	Devil, Spiked
8	Leprechaun	Escapees	Shadow	Beetle, Giant Fire	Eel, Giant Electric	Doppelgänger
9	Lizard, Giant Fire	Joiners	Shadow	Beetle, Giant Stag	Fish, Giant Gar	Elemental, Air
10	Lizard, Giant Fire	Joiners	Skeleton	Centipede, Giant	Fish, Giant Pike	Elemental, Earth
11	Medusa	Joiners	Skeleton	Centipede, Huge	Fish, Levithian	Elemental, Fire
12	Minotaur	Joiners	Skeleton	Centipede, Large	Frog, Giant	Elemental, Water
13	Naga, Guardian	Runners	Skeleton	Fly, Giant Blowfly	Frog, Giant	Djinn
14	Owlbear	Runners	Spectre	Fly, Giant Horsefly	Nixie	Golem, Iron
15	Owlbear	Runners	Vampire	Scorpion, Giant	Nixie	Golem, Stone
16	Pseudo–Dragon	Searchers	Vampire	Spider, Giant	Spider, Giant Water	Homunculus
17	Rust Monster	Searchers	Wraith	Spider, Huge	Spider, Giant Water	Human, Berserker
18	Treant	Survivors	Zombie	Spider, Large	Toad, Giant	Rakshasa
19	Unicorn	Wolves ISC	Zombie	Spider, Phase	Toad, Giant	Xorn
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Xorn

TABLE 2.9.1G: JUNGLE ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Ape	Dragon, Black	Ettin	Human, Bandit	Flind
2	Bat	Ape	Dragon, Black	Ettin	Human, Bandit	Gnoll
3	Bat	Ape	Dragon, Bronze	Ettin	Human, Brigand	Gnoll
4	Bat, Mobat	Ape, Carnivorous	Dragon, Bronze	Ettin	Human, Brigand	Grimlock
5	Bat, Mobat	Ape, Carnivorous	Dragon, Green	Ettin	Human, Merchant	Grimlock
6	Bat, Mobat	Baboon	Dragon, Green	Ettin	Human, Merchant	Hobgoblin
7	Bat, Giant	Baboon	Dragon, Green	Ettin	Human, Merchant	Orc
8	Bat, Giant	Elephant, African	Dragon, Green	Ettin	Human, Merchant	Orc
9	Bat, Giant	Elephant, Asian	Dragon, Green	Giant, Cloud	Human, Merchant	Orc
10	Bat, Giant	Jackal	Dragon, Green	Giant, Cloud	Human, Pilgrim	Tribesman
11	Bird	Jackal, Huge	Dragon, Green	Giant, Fire	Human, Pilgrim	Tribesman
12	Bird of prey, normal	Jackal, Giant	Dragon, Green	Giant, Fire	Stronghold	Tribesman
13	Bird of prey, giant	Lion	Dragon, Green	Ogre	Village	Tribesman
14	Chimera	Lizard, Giant Monitor	Dragon, Red	Ogre	Village	Tribesman
15	Cockatrice	Lizard, Giant Monitor	Dragon, Red	Ogre	Wereboar	Tribesman
16	Couatl	Rat	Dragon, Red	Ogre	Wereboar	Troll
17	Couatl	Rat	Dragon, Red	Ogre	Weretiger	Troll
18	Vulchling	Rat, Giant	Dragon, Red	Ogre	Weretiger	Troll, Giant
19	Wyvern	Tiger	Dragon, Red	Ogre Mage	Weretiger	Troll, Giant
20	Wyvern	Tiger	Dragon, Red	Ogre Mage	Werewolf	Troll, Giant 2–Headed

TABLE 2.9.1G: JUNGLE ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Yellowmusk Vine	Decoys	Shadow	Ant, Giant Soldier	Crocodile	Efreet
2	Yellowmusk Vine	Decoys	Skeleton	Beetle, Giant Bombardier	Crocodile	Barghest
3	Yellowmusk Vine	Decoys	Skeleton	Beetle, Giant Boring	Eel, Giant Electric	Barghest
4	Yellowmusk Vine	Decoys	Skeleton	Beetle, Giant Boring	Eel, Giant Electric	Demon, Dretch
5	Ankheg	Escapees	Skeleton	Beetle, Giant Fire	Crocodile, giant	Demon, Ekivu
6	Basilisk	Escapees	Zombie	Beetle, Giant Rhinoceros	Crocodile, giant	Demon, Quasit

TABLE 2.9.1G: JUNGLE ENCOUNTERS (PART 2) CONTINUED

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
7	Basilisk	Escapees	Zombie	Beetle, Giant Rhinoceros	Frog, Giant	Demon, Uduk
8	Blink Dog	Escapees	Zombie	Beetle, Giant Stag	Frog, Giant	Aluu-demon
9	Blink Dog	Joiners	Zombie, Juju	Centipede, Giant	Frog, Giant	Caumbion
10	Phase Cat	Joiners	Zombie, Juju	Centipede, Huge	Hippopotamus	Devil, Bearded
11	Phase Cat	Runners	Zombie, Juju	Centipede, Large	Hippopotamus	Devil, Manalishi, Bue
12	Dakon	Runners	Zombie, Monster	Fly, Giant Blowfly	Nixie	Devil, Pit Fiend
13	Dakon	Searchers	Zombie, Monster	Fly, Giant Blowfly	Spider, Giant Water	Hellcat
14	Dakon	Searchers	Zombie, Monster	Fly, Giant Horsefly	Spider, Giant Water	Doppelgänger
15	Dracolisk	Searchers	Zombie, Vine	Scorpion, Giant	Toad, Giant	Elemental, Air
16	Hell Hound	Searchers	Zombie, Vine	Spider, Giant	Toad, Giant	Elemental, Earth
17	Hell Hound	Survivors	Zombie, Vine	Spider, Huge	Toad, Giant Poisonous	Elemental, Fire
18	Rot Grub	Wolves ISC	Zombie, Vine	Spider, Large	Toad, Giant Poisonous	Elemental, Water
19	Rot Grub	Wolves ISC	Zombie, Vine	Spider, Phase	Turtle, Giant Snapping	Djiin
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Turtle, Giant Snapping	Mastodon

TABLE 2.9.1H: LOST WORLD ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	LARGE CARNIVORE	LARGE HERBIVORE	HUMAN	HUMANOID
1	Archaeopteryx	Badger, Giant	Albertosaurus	Apatosaurus	Cavemen	Grimlock
2	Archaeopteryx	Bear, Cave	Albertosaurus	Apatosaurus	Cavemen	Grimlock
3	Bat, Giant	Bear, Cave	Albertosaurus	Argentinosaurus	Cavemen	Grimlock
4	Bat, Giant	Boar, Giant	Albertosaurus	Argentinosaurus	Cavemen	Grimlock
5	Bat, Giant	Hyena, Giant	Allosaurus	Brachiosaurus	Cavemen	Grimlock
6	Bat, Mobat	Jackal, Giant	Allosaurus	Camarasaurus	Cavemen	Grimlock
7	Bat, Mobat	Lion, prehistoric	Allosaurus	Camarasaurus	Cavemen	Troglodyte
8	Bird of prey, normal	Mammoth	Gorgosaurus	Centrosaurus	Cavemen	Troglodyte
9	Bird of prey, normal	Mammoth	Gorgosaurus	Cetiosaurus	Cavemen	Troglodyte
10	Bird of prey, giant	Mastodon	Gorgosaurus	Cetiosaurus	Cavemen	Troglodyte
11	Bird of prey, giant	Rat, Giant	Saurophaganax	Diceratops	Cavemen	Troglodyte

TABLE 2.9.1H: LOST WORLD ENCOUNTERS (PART 1) CONTINUED

D20	AIRBORNE	ANIMAL	LARGE CARNIVORE	LARGE HERBIVORE	HUMAN	HUMANOID
12	Pteranodon	Rhinoceros, Woolly	Saurophaganax	Diplodocus	Cavemen, Advanced	Troglodyte
13	Pteranodon	Snake, Giant Adder	Saurophaganax	Diplodocus	Cavemen, Advanced	Troglodyte
14	Pteranodon	Snake, Giant Boa	Tarbosaurus	Monoclonius	Cavemen, Advanced	Troglodyte
15	Pterodactyl	Tiger, Smilodon	Tarbosaurus	Pentaceratops	Cavemen, Advanced	Troglodyte
16	Pterodactyl	Tiger, Smilodon	Tarbosaurus	Pentaceratops	Cavemen, Advanced	Troglodyte
17	Quetzalcoatlus	Wolf, Dire	Tyrannosaurus	Styracosaurus	Dinosaurid	Troll
18	Quetzalcoatlus	Wolf, Dire	Tyrannosaurus	Styracosaurus	Dinosaurid	Troll
19	Rhamphorynchus	Wolf, Dire	Tyrannosaurus	Triceratops	Dinosaurid	Troll
20	Rhamphorynchus	Wolverine, Giant	Tyrannosaurus	Triceratops	Time–Lost Village	Troll

TABLE 2.9.1H: LOST WORLD ENCOUNTERS (PART 2)

D20	OTHER DINOS	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Anklyosaurus	Escapees	Skeleton	Beetle, Giant Bombardier	Archelon	Achaierai
2	Ceratosaurus	Escapees	Skeleton	Beetle, Giant Boring	Crocodile, Giant	Achaierai
3	Ceratosaurus	Escapees	Skeleton	Beetle, Giant Fire	Dunkleosteus	Barghest
4	Compsognathus	Escapees	Skeleton	Beetle, Giant Rhinoceros	Dunkleosteus	Demon, Class A
5	Deinonychus	Escapees	Skeleton	Beetle, Giant Stag	Elasmosaurus	Demon, Class B
6	Dilophosaurus	Escapees	Skeleton	Centipede, Giant	Kraken	Demon, Class F
7	Dimetrodon	Runners	Skeleton	Centipede, Giant	Mosasaurus	Demon, Dretch
8	Dimetrodon	Runners	Skeleton	Centipede, Huge	Nothosaurus	Demon, Ekivu
9	Euparkeria	Searchers	Wight	Centipede, Huge	Octopus, Giant	Demon, Quasit
10	Iguanadon	Searchers	Wight	Centipede, Large	Plesiosaurus	Demon, Uduk
11	Iguanadon	Survivors	Wight	Centipede, Large	Plesiosaurus	Devil, Assagim
12	Iguanadon	Survivors	Wraith	Fly, Giant Blowfly	Sea Serpent	Devil, Horned
13	Ornitholestes	Survivors	Wraith	Fly, Giant Blowfly	Shark	Devil, Horned
14	Phorusrhacid	Survivors	Zombie	Fly, Giant Horsefly	Spider, Giant Water	Devil, Ice
15	Phorusrhacid	Survivors	Zombie	Scorption, Giant	Squid, Giant	Devil, Ice
16	Plateosaurus	Survivors	Zombie	Spider, Giant	Toad, Giant	Devil, Imp
17	Plateosaurus	Survivors	Zombie	Spider, Huge	Toad, Giant Poisonous	Devil, Pit Fiend

TABLE 2.9.1H: LOST WORLD ENCOUNTERS (PART 2) CONTINUED

D20	OTHER DINOS	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
18	Stegosaurus	Time Travellers, Future	Zombie	Spider, Large	Turtle, Giant Sea	Devil, Shaitan
19	Stegosaurus	Time Travellers, Past	Zombie	Wasp, Giant	Turtle, Giant Snapping	Larval Fiend
20	Velociraptor	Time Travellers, Present	Zombie	Wasp, Giant	Whale	Lemure

TABLE 2.9.1I: MARINE ENCOUNTERS (WATERBORNE) (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	SHIP	HUMAN	HUMANOID
1	Bird of prey	Dolphins	Dragon, Black	Ship: ogre mage and lesser crew	Island with Fishing Village	Merfolk
2	Birds (gulls)	Sea Lion	Dragon, Black	Ship: goblin pirates	Island with Castle	Merfolk
3	Bird of Prey, giant	Seahorse, giant	Dragon, Blue	Ship: orc pirates	Human, Tribal Warriors (ship or boats)	Merfolk
4	Bird of Prey, giant	Barracuda	Dragon, Brass	Ship: elven	Human, Tribal Warriors (ship or boats)	Merfolk
5	Bird of Prey, giant	Barracuda	Dragon, Bronze	Ship: Patrolling war-galley or warship	Human, Buccaneers (ship)	Merfolk
6	Chimera	Crocodile	Dragon, Bronze	Fleet: 1d3+1 patrolling war-galleys or warships	Human, Buccaneers (ship)	Locathah
7	Chimera	Eel, giant moray	Dragon Turtle	Fleet: 1d3+1 patrolling war-galleys or warships	Human, Buccaneers (ship)	Locathah
8	Chimera	Fish, giant (Gar)	Dragon, Copper	Fleet: 1d3+1 patrolling war-galleys or warships	Human, Merchants (ship)	Locathah
9	Cockatrice	Turtle, giant snapping	Dragon, Gold	1d6+2 fishing boats (human or demi-human)	Human, Merchants (ship)	Sahuagin
10	Cockatrice	Turtle, giant sea	Dragon Turtle	1d6+2 fishing boats (human or demi-human)	Human, Merchants (ship)	Sahuagin
11	Griffon	Turtle, giant sea	Dragon Turtle	1d6+2 fishing boats (human or demi-human)	Human, Merchants (ship)	Lizardmen
12	Griffon	Turtle, giant snapping	Dragon Turtle	Ship: Batrachian raiders	Human, Merchants (ship)	Lizardmen
13	Harpy	Fish, giant (Pike)	Dragon, Green	Ship: undead with wraith captain and zombie/ skeleton crew	Human, Merchants (ship)	Sea elves
14	Harpy	Eel, giant electric	Dragon, Red	Ship: undead with wraith captain and zombie/ skeleton crew	Human, Pilgrims (ship)	Crabman
15	Manticore	Eel, giant weed	Dragon, Red	Ship: ogre mage and lesser crew	Human, Pilgrims (ship)	Crabman
16	Nightmare	Shark	Dragon, Red	Ship: goblin pirates	Human, Pirates (ship)	Triton
17	Gynosphinx	Shark	Dragon Turtle	Ship: orc pirates	Human, Pirates (ship)	Triton

TABLE 2.9.1I: MARINE ENCOUNTERS (WATERBORNE) (PART 1) CONTINUED

D20	AIRBORNE	ANIMAL	DRAGON	SHIP	HUMAN	HUMANOID
18	Hieracosphinx	Shark	Dragon Turtle	Ship: elven	Human, Pirates (ship)	Nixie
19	Wyvern	Whale	Dragon Turtle	Ship: Patrolling war-galley or warship	Human, Pirates (ship)	Nixie
20	Wyvern	Whale	Dragon, Silver	Ship: abandoned (cursed or diseased)	Human, Pirates (ship)	Nereid

TABLE 2.9.1I: MARINE ENCOUNTERS (WATERBORNE) (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Crocodile, Giant	Decoys	Ghoul (Aquatic)	Ants, Giant (aquatic)	—	Ship: Lich with undead crew
2	Crocodile, Giant	Decoys	Ghoul (Aquatic)	Beetle, Giant Water	—	Flying ship owned by Magic-user level 1d4+10 with NPC crew
3	Fish, giant leviathan	Escapees	Ghoul (Aquatic)	Beetle, Giant Water	—	Djinni
4	Fish, giant leviathan	Escapees	Ghoul (Aquatic)	Centipede, Biggest (aquatic)	—	Djinni but water type
5	Kraken	Escapees	Ghoul (Aquatic)	Crustacean, giant (Crayfish)	—	Couatl
6	Kraken	Joiners	Ghoul (Aquatic)	Crustacean, giant (Crab)	—	Sea-titan
7	Naga, Water	Joiners	Ghoul (Aquatic)	Crustacean, giant (Crab)	—	Elemental, Water
8	Naga, Water	Joiners	Ghoul (Aquatic)	Leech, giant	—	Elemental, Water
9	Naga, Water	Joiners	Skeleton	Octopus, giant	—	Elemental, Water
10	Sea Serpent	Joiners	Skeleton	Octopus, giant	—	Ship: yeti
11	Sea Serpent	Joiners	Skeleton	Portuguese Man o War, giant	—	Cloud castle: storm giant or cloud giant
12	Sea Serpent	Joiners	Skeleton	Scorpion, giant (aquatic)	—	Djinni
13	Sea Serpent	Runners	Skeleton	Slug, giant	—	Djinni but water type
14	Hydra	Runners	Skeleton	Slug, giant	—	Ship: wererats
15	Hydra	Runners	Will–o–the–Wisp	Squid, giant	—	Ship: ghouls with ghast or wight captain
16	Hydra	Searchers	Zombie	Squid, giant	—	Ship: intelligent giant spiders
17	Marine Dinosaur	Searchers	Zombie	Spider, Giant (biggest, aquatic)	—	Wizard's buoyant island/tower (MU level 1d6 +10)
18	Marine Dinosaur	Survivors	Zombie	Spider, Giant (bigger, aquatic)	—	Caumbion or Aluu-Demon with ship and monstrous crew
19	Sea Hag	Wolves ISC	Zombie, Monster	Spider, Giant (big, aquatic)	—	Aluu-Demon with ship and monstrous crew
20	Sea Hag	Wolves ISC	Zombie, Monster	Spider, Giant Water	—	Night Hag and Nightmare

TABLE 2.9.1J: MOUNTAINS ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Bear, Black	Dragon, Bronze	Ettin	Dwarf	Bugbear
2	Bat	Bear, Brown	Dragon, Bronze	Giant, Cloud	Dwarf	Bugbear
3	Bird	Bear, Brown	Dragon, Bronze	Giant, Cloud	Dwarf	Bugbear
4	Bird	Cougar	Dragon, Bronze	Giant, Fire	Dwarf, Mountain	Bugbear
5	Bird of prey, normal	Cougar	Dragon, Gold	Giant, Fire	Dwarf, Mountain	Goblin
6	Bird of prey, normal	Cougar	Dragon, Gold	Giant, Fire	Keep, Small	Goblin
7	Bird of prey, giant	Cougar	Dragon, Gold	Giant, Fire	Human, Bandit	Goblin
8	Griffon	Dog, Wild	Dragon, Gold	Giant, Hill	Human, Bandit	Goblin
9	Griffon	Dog, Wild	Dragon, Green	Giant, Stone	Human, Bandit	Goblin
10	Griffon	Dog, Wild	Dragon, Red	Giant, Stone	Human, Brigand	Goblin
11	Harpy	Lizard, Giant Cave	Dragon, Red	Giant, Stone	Human, Brigand	Grimlock
12	Harpy	Lizard, Giant Cave	Dragon, Red	Giant, Stone	Human, Merchant	Grimlock
13	Hippogriff	Rat	Dragon, Red	Giant, Storm	Human, Merchant	Hobgoblin
14	Hippogriff	Rat	Dragon, Red	Giant, Storm	Human, Pilgrim	Hobgoblin
15	Nightmare	Rat	Dragon, Red	Ogre	Human, Pilgrim	Troll
16	Pegasus	Rat, Giant	Dragon, Red	Ogre	Human, Pilgrim	Troll
17	Roc	Rat, Giant	Dragon, Silver	Ogre	Village, Mining	Troll, Giant
18	Stirge	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werebear	Troll, Giant
19	Stirge	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werebear	Troll, Giant
20	Stirge	Snake, Giant Adder	Dragon, Silver	Titan	Wereboar	Troll, Giant

TABLE 2.9.1J: MOUNTAINS ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Cyclops	Decoys	Ghast	Centipede, Giant	Beetle, Giant Water	Demon, Class F
2	Cyclops	Decoys	Ghost	Centipede, Giant	Beetle, Giant Water	Demon, Quasit
3	Cyclops	Decoys	Ghost	Centipede, Huge	Beetle, Giant Water	Demon, Quasit
4	Cyclops	Escapees	Ghoul	Centipede, Huge	Beetle, Giant Water	Devil, Manalishi, Black
5	Hell Hound	Joiners	Ghoul	Centipede, Large	Beetle, Giant Water	Devil, Ice
6	Hell Hound	Joiners	Ghoul	Centipede, Large	Frog, Giant	Devil, Imp
7	Jackalwere	Joiners	Lich	Fly, Giant Blowfly	Frog, Giant	Devil, Imp
8	Jackalwere	Joiners	Lich	Fly, Giant Blowfly	Frog, Giant	Doppelgänger
9	Lizard, Giant Fire	Runners	Skeleton	Fly, Giant Horsefly	Naga, Water	Elemental, Air

TABLE 2.9.1J: MOUNTAINS ENCOUNTERS (PART 2) CONTINUED

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
10	Lizard, Giant Fire	Searchers	Skeleton	Scorpion, Giant	Nixie	Elemental, Earth
11	Medusa	Searchers	Skeleton Warrior	Scorpion, Giant	Nixie	Elemental, Earth
12	Medusa	Searchers	Skeleton Warrior	Spider, Giant	Nixie	Elemental, Earth
13	Medusa	Searchers	Vampire	Spider, Giant	Nixie	Elemental, Fire
14	Medusa	Survivors	Vampire	Spider, Huge	Toad, Giant	Elemental, Water
15	Rust Monster	Survivors	Vampire	Spider, Huge	Toad, Giant	Night Hag
16	Rust Monster	Survivors	Wraith	Spider, Large	Toad, Giant	Nilbog
17	Unicorn	Wolves ISC	Wraith	Spider, Large	Toad, Giant Poisonous	Rakshasa
18	Unicorn	Wolves ISC	Wraith	Spider, Phase	Toad, Giant Poisonous	Tiger, Smilodon
19	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Troll, Spectral
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Turtle, Giant Snapping	Xorn

TABLE 2.9.1K: PLAINS ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Buffalo	Dragon, Black	Ettin	Halfling	Flind
2	Bat, Giant	Buffalo	Dragon, Blue	Ettin	Halfling	Gnoll
3	Bird	Bull	Dragon, Blue	Ettin	Halfling	Gnoll
4	Bird	Cattle, Wild	Dragon, Brass	Ettin	Halfling	Goblin
5	Bird	Horse, Draft	Dragon, Bronze	Ettin	Halfling	Goblin
6	Bird of prey, normal	Horse, Heavy	Dragon, Bronze	Giant, Hill	Human, Bandit	Goblin
7	Bird of prey, normal	Horse, Light	Dragon, Copper	Giant, Hill	Human, Bandit	Goblin
8	Bird of prey, normal	Horse, Medium	Dragon, Gold	Giant, Hill	Human, Brigand	Grimlock
9	Bird of prey, giant	Horse, Pony	Dragon, Gold	Giant, Hill	Human, Brigand	Grimlock
10	Bird of prey, giant	Horse, Wild	Dragon, Green	Giant, Hill	Human, Merchant	Hobgoblin
11	Shedu	Hyena	Dragon, Green	Giant, Hill	Human, Merchant	Kobold
12	Sphinx, Hieraco–	Hyena, giant	Dragon, Green	Ogre	Human, Merchant	Kobold
13	Sphinx, Andro–	Lion	Dragon, Green	Ogre	Human, Merchant	Kobold
14	Sphinx, Crio–	Rhinoceros	Dragon, Red	Ogre	Human, Nomad	Orc

TABLE 2.9.1K: PLAINS ENCOUNTERS (PART 1) CONTINUED

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
15	Sphinx, Gyno–	Rhinoceros, Woolly	Dragon, Red	Ogre	Human, Nomad	Orc
16	Stirge	Snake, Giant Adder	Dragon, Red	Ogre	Human, Nomad	Orc
17	Stirge	Snake, Giant Boa	Dragon, Red	Ogre	Human, Nomad	Troll
18	Wyvern	Snake, Giant Cobra	Dragon, Red	Ogre	Human, Pilgrim	Troll
19	Wyvern	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Tower, Wizard	Troll, Giant
20	Wyvern	Tiger	Dragon, Silver	Titan	Village, Farming	Troll, Giant 2–Headed

TABLE 2.9.1K: PLAINS ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Ankheg	Decoys	Banshee	Beetle, Giant Bombardier	Beetle, Giant Water	Efreet
2	Ankheg	Decoys	Coffer Corpse	Beetle, Giant Fire	Beetle, Giant Water	Ape, Carnivorous
3	Ankheg	Escapees	Ghast	Centipede, Giant	Beetle, Giant Water	Barghest
4	Ankheg	Escapees	Ghost	Centipede, Giant	Crayfish, Giant	Demon, Ekivu
5	Basilisk	Joiners	Ghoul	Centipede, Huge	Crayfish, Giant	Demon, Uduk
6	Blink Dog	Joiners	Ghoul	Centipede, Large	Crocodile	Aluu-demon
7	Blink Dog	Joiners	Lich	Fly, Giant Blowfly	Crocodile	Caumbion
8	Bulette	Joiners	Mummy	Fly, Giant Blowfly	Eel, Giant Electric	Devil, Manalishi, Blue
9	Bulette	Joiners	Phantom	Fly, Giant Blowfly	Eel, Giant Electric	Devil, Erinyes
10	Centaur	Runners	Shadow	Fly, Giant Horsefly	Fish, Giant Gar	Devil, Imp
11	Centaur	Runners	Skeleton	Scorpion, Giant	Fish, Giant Gar	Devil, Lemure
12	Centaur	Searchers	Skeleton	Scorpion, Giant	Fish, Giant Pike	Larval Fiend
13	Jackalwere	Searchers	Skeleton Warrior	Scorpion, Giant	Frog, Giant	Devil, Spiked
14	Owlbear	Searchers	Spectre	Spider, Giant	Frog, Giant	Dragon, White
15	Pseudo–Dragon	Survivors	Vampire	Spider, Huge	Nixie	Elemental, Earth
16	Purple Worm	Survivors	Wight	Spider, Large	Spider, Giant Water	Golem, Flesh
17	Purple Worm	Survivors	Wraith	Spider, Phase	Spider, Giant Water	Lemure
18	Purple Worm	Survivors	Zombie	Wasp, Giant	Toad, Giant	Devil, Imp
19	Purple Worm	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant	Phorusrhacid
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Velociraptor

TABLE 2.9.1L: RURAL ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Badger	Dragon, Blue	Ettin	Halfling	Gnoll
2	Bat	Bear, Brown	Dragon, Bronze	Ettin	Halfling	Gnoll
3	Bat	Bull	Dragon, Bronze	Ettin	Halfling	Gnoll
4	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Human, Bandit	Goblin
5	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Human, Bandit	Goblin
6	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Human, Brigand	Goblin
7	Bat, Giant	Cattle, Wild	Dragon, Gold	Ettin	Human, Brigand	Hobgoblin
8	Bat, Giant	Cattle, Wild	Dragon, Gold	Ettin	Human, Merchant	Hobgoblin
9	Bird	Dog, War	Dragon, Green	Giant, Cloud	Human, Merchant	Hobgoblin
10	Bird	Dog, War	Dragon, Green	Giant, Fire	Human, Pilgrim	Kobold
11	Bird	Dog, Wild	Dragon, Red	Giant, Hill	Human, Pilgrim	Kobold
12	Bird	Horse, Draft	Dragon, Red	Giant, Storm	Human, Pilgrim	Kobold
13	Bird	Horse, Heavy	Dragon, Red	Ogre	Human, Pilgrim	Kobold
14	Bird	Horse, Light	Dragon, Silver	Ogre	Werebear	Orc
15	Bird of prey, normal	Horse, Medium	Dragon, Silver	Ogre	Wereboar	Orc
16	Bird of prey, normal	Horse, Pony	Dragon, Silver	Ogre	Wererat	Orc
17	Bird of prey, giant	Horse, Wild	Dragon, Copper	Ogre Mage	Wererat	Orc
18	Bird of prey, giant	Rat	Dragon, Copper	Ogre Mage	Wererat	Orc
19	Wyvern	Rat	Dragon, Brass	Ogre Mage	Wererat	Troll
20	Wyvern	Wolf	Dragon, Brass	Ogre Mage	Werewolf	Troll

TABLE 2.9.1L: RURAL ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Ankheg	Decoys	Ghast	Ant, Giant Soldier	Crayfish, Giant	Yellowmusk Vine
2	Ankheg	Decoys	Ghost	Beetle, Giant Stag	Crayfish, Giant	Barghest
3	Faun	Escapees	Ghoul	Centipede, Giant	Crayfish, Giant	Barghest
4	Faun	Escapees	Ghoul	Centipede, Huge	Crayfish, Giant	Crabman
5	Hell Hound	Joiners	Lich	Centipede, Large	Crayfish, Giant	Dakon
6	Hell Hound	Joiners	Mummy	Fly, Giant Blowfly	Crocodile	Demon, Class C
7	Lizard Man	Joiners	Phantom	Fly, Giant Blowfly	Crocodile	Demon, Quasit
8	Lizard Man	Joiners	Poltergeist	Fly, Giant Blowfly	Crocodile	Demon, Succubus
9	Naga, Guardian	Joiners	Shadow	Fly, Giant Blowfly	Eel, Giant Electric	Aluu-demon
10	Naga, Guardian	Joiners	Shadow	Scorpion, Giant	Fish, Giant Gar	Aluu-demon
11	Otyugh, Greater	Joiners	Shadow	Scorpion, Giant	Fish, Giant Pike	Caumbion

TABLE 2.9.1L: RURAL ENCOUNTERS (PART 2) CONTINUED

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
12	Otyugh, Greater	Runners	Skeleton	Spider, Giant	Frog, Giant	Caumbion
13	Otyugh, Lesser	Runners	Skeleton Warrior	Spider, Giant	Frog, Giant	Devil, Horned
14	Otyugh, Lesser	Runners	Spectre	Spider, Huge	Nixie	Devil, Imp
15	Owlbear	Searchers	Vampire	Spider, Huge	Sea Serpent	Devil, Manalishi, Red
16	Owlbear	Searchers	Wight	Spider, Large	Toad, Giant	Golem, Clay
17	Rot Grub	Survivors	Wraith	Spider, Large	Toad, Giant	Hydra
18	Rot Grub	Survivors	Zombie	Spider, Large	Toad, Giant Poisonous	Will o'the Wisp
19	Shambling Mound	Wolves ISC	Zombie	Spider, Large	Toad, Giant Poisonous	Yeti
20	Shambling Mound	Wolves ISC	Zombie, Monster	Spider, Phase	Turtle, Giant Snapping	Zombie, Vine

TABLE 2.9.1M: TUNDRA ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bird	Bear, Brown	Dragon, Black	Giant, Cloud	Human, Bandit	Bugbear
2	Bird of prey, normal	Bear, Black	Dragon, Black	Giant, Cloud	Human, Bandit	Bugbear
3	Bird of prey, giant	Bear, Polar	Dragon, Black	Giant, Cloud	Human, Bandit	Flind
4	Chimera	Bear, Polar	Dragon, Black	Giant, Frost	Human, Bandit	Flind
5	Cockatrice	Bear, Polar	Dragon, Bronze	Giant, Frost	Human, Berserker	Gnoll
6	Cockatrice	Dog, Wild	Dragon, Bronze	Giant, Frost	Human, Berserker	Gnoll
7	Griffon	Dog, Wild	Dragon, Bronze	Giant, Frost	Human, Berserker	Goblin
8	Harpy	Dog, Wild	Dragon, Bronze	Giant, Frost	Human, Berserker	Goblin
9	Hippogriff	Walrus	Dragon, Bronze	Giant, Frost	Human, Berserker	Hobgoblin
10	Nightmare	Walrus	Dragon, Red	Giant, Frost	Human, Brigand	Hobgoblin
11	Pegasus	Walrus	Dragon, Red	Giant, Frost	Human, Brigand	Kobold
12	Roc	Wolf	Dragon, Red	Giant, Frost	Human, Brigand	Orc
13	Shedu	Wolf	Dragon, Red	Giant, Stone	Human, Merchant	Orc
14	Sphinx, Hieraco–	Wolf	Dragon, Red	Giant, Storm	Human, Merchant	Orc
15	Sphinx, Andro–	Wolf	Dragon, White	Giant, Storm	Human, Merchant	Troll
16	Sphinx, Crio–	Wolf	Dragon, White	Giant, Storm	Human, Pilgrim	Troll, Giant
17	Sphinx, Gyno–	Wolf	Dragon, White	Giant, Storm	Human, Pilgrim	Troll, Giant 2–Headed
18	Stirge	Wolverine	Dragon, White	Giant, Storm	Port, Smuggler	Troll, Ice
19	Vulchling	Wolverine	Dragon, White	Giant, Storm	Village, Fishing	Troll, Ice
20	Wyvern	Wolverine	Dragon, White	Giant, Storm	Werewolf	Troll, Ice

TABLE 2.9.1M: TUNDRA ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Basilisk	Decoys	Ghast	Beetle, Giant Stag	Barracuda	Aerial Servant
2	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Barracuda	Ape, Carnivorous
3	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Crab, Giant	Barghest
4	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Eel, Giant Moray	Barghest
5	Phase Cat	Escapees	Skeleton	Beetle, Giant Stag	Fish, Levithian	Aluu-demon
6	Remorhaz	Escapees	Skeleton	Beetle, Giant Water	Kraken	Caumbion
7	Remorhaz	Escapees	Skeleton	Beetle, Giant Water	Nixie	Devil, Ice
8	Remorhaz	Joiners	Vampire	Beetle, Giant Water	Octopus, Giant	Devil, Ice
9	Remorhaz	Joiners	Wight	Beetle, Giant Water	Octopus, Giant	Hellcat
10	Remorhaz	Runners	Wight	Centipede, Giant	Octopus, Giant	Elemental, Fire
11	Worg	Runners	Wight	Centipede, Huge	Portuguese Man O’War	Elemental, Fire
12	Worg	Runners	Will–o–the–Wisp	Centipede, Large	Sea Serpent	Elf
13	Worg	Searchers	Will–o–the–Wisp	Fly, Giant Blowfly	Shark	Halfling
14	Worg	Searchers	Wraith	Fly, Giant Horsefly	Shark	Imp
15	Yeti	Survivors	Zombie	Spider, Giant	Squid, Giant	Demon, manis
16	Yeti	Survivors	Zombie	Spider, Huge	Squid, Giant	Lemure
17	Yeti	Wolves ISC	Zombie	Spider, Large	Turtle, Giant Sea	Devil, Manalishi, White
18	Yeti	Wolves ISC	Zombie	Spider, Phase	Turtle, Giant Sea	Pterodactyl
19	Yeti	Wolves ISC	Zombie	Spider, Phase	Walrus	Quasit
20	Yeti	Wolves ISC	Zombie, Monster	Spider, Phase	Walrus	Quasit

TABLE 2.9.1N: WETLANDS ENCOUNTERS (PART 1)

D20	AIRBORNE	ANIMAL	DRAGON	GIANT	HUMAN	HUMANOID
1	Bat	Baboon	Dragon, Black	Hill Giant	Castle	Bugbear
2	Bat	Bear, Black	Dragon, Black	Hill Giant	Dwarf	Flind
3	Bat	Boar, Warthog	Dragon, Black	Hill Giant	Elf	Gnoll
4	Bat	Cat, Wild	Dragon, Black	Hill Giant	Village	Gnoll
5	Bat, Giant	Cattle, Wild	Dragon, Black	Hill Giant	Gnome	Goblin
6	Bat, Giant	Cougar	Dragon, Black	Hill Giant	Halfling	Grimlock
7	Bird	Dog, Wild	Dragon, Black	Hill Giant	Hamlet	Hobgoblin
8	Bird	Elephant, African	Dragon, Black	Hill Giant	Men, Bandit	Hobgoblin
9	Bird	Horse, Pony	Dragon, Bronze	Hill Giant	Men, Bandit	Hobgoblin
10	Harpy	Horse, Wild	Dragon, Bronze	Ogre	Men, Brigand	Kobold
11	Bird of prey, normal	Hyena	Dragon, Gold	Ogre	Men, Brigand	Orc

TABLE 2.9.1N: WETLANDS ENCOUNTERS (PART 1) CONTINUED

12	Bird of prey, giant	Jackal	Dragon, Green	Annis Hag	Men, Buccaneer	Orc
13	Chimera	Lizard, Giant	Dragon, Green	Annis Hag	Men, Buccaneer	Orc
14	Cockatrice	Lizard, Giant Monitor	Dragon, Green	Annis Hag	Men, Merchant	Orc
15	Shedu	Rat	Dragon, Green	Ogre	Men, Merchant	Orc
16	Sphinx, Crio–	Rat, Giant	Dragon, Green	Annis Hag	Men, Merchant	Orc
17	Sphinx, Hieraco–	Hippopotamus	Dragon, Green	Sea Hag	Men, Nomad	Troglodyte
18	Stirge	Snake, Giant Adder	Dragon, Red	Sea Hag	Men, Pilgrim	Troll
19	Stirge	Snake, Giant Boa	Dragon, Red	Storm Giant	Men, Pirate	Troll
20	Stirge	Wolf	Dragon, Red	Storm Giant	Men, Pirate	Troll, Giant

TABLE 2.9.1N: WETLANDS ENCOUNTERS (PART 2)

D20	MONSTER	NPC	UNDEAD	INVERTEBRATES	WATER	SPECIAL
1	Basilisk	Decoys	Ghast	Ant, Giant Soldier	Beetle, Giant Water	Demon, Class A
2	Behir	Decoys	Ghast	Ant, Giant Worker	Crayfish, Giant	Demon, Class B
3	Phase Cat	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Demon, Ekivu
4	Blink Dog	Escapees	Ghoul	Beetle, Giant Boring	Crocodile, Giant	Demon, Shub
5	Bulette	Escapees	Ghoul	Beetle, Giant Fire	Eel, Giant Electric	Devil, Bearded
6	Caterwaul	Joiners	Ghoul	Beetle, Giant Rhinoceros	Eel, Giant Weed	Devil, Manalishi, Red
7	Centaur	Joiners	Ghoul	Beetle, Giant Stag	Fish, Giant Gar	Devil, Spiked
8	Cyclops	Joiners	Ghoul	Centipede, Giant	Fish, Giant Pike	Devil, Spiked
9	Dracolisk	Joiners	Skeleton	Centipede, Huge	Frog, Giant	Elemental, Air
10	Hell Hound	Runners	Skeleton	Centipede, Large	Hippopotamus	Elemental, Air
11	Jackalwere	Runners	Skeleton	Centipede, Large	Locathah	Elemental, Water
12	Lammasu	Searchers	Skeleton	Centipede, Large	Merman	Elemental, Water
13	Lizard Man	Searchers	Skeleton	Fly, Giant Blowfly	Naga, Water	Elemental, Water
14	Lizard Man	Searchers	Skeleton	Fly, Giant Horsefly	Nixie	Elemental, Water
15	Lizard Man	Searchers	Will–o–the–Wisp	Scorpion, Giant	Sea Serpent	Homunculus
16	Lizard, Giant Fire	Searchers	Zombie	Spider, Giant	Spider, Giant Water	Invisible Stalker
17	Owlbear	Survivors	Zombie	Spider, Huge	Toad, Giant	Invisible Stalker
18	Owlbear	Wolves ISC	Zombie	Spider, Large	Toad, Giant Poisonous	Night Hag
19	Pseudo–Dragon	Wolves ISC	Zombie, Monster	Wasp, Giant	Triton	Pixie
20	Worg	Wolves ISC	Zombie, Monster	Wasp, Giant	Turtle, Giant Snapping	Rakshasha

TABLE 2.9.1O: DINOSAUR ENCOUNTERS

D8	RESULT
1	Tyrannosaurids & Allosaurids
2	Hadrosaurids
3	Sauropods
4	Ceratopsians
5	Other Dinosaurs I
6	Other Dinosaurs II
7	Marine Dinosaurs
8	Flying Dinosaurs

TYRANNOSAURIDS & ALLOSAURIDS

D6	RESULT	ERA
1	Albertosaurus	Cretaceous
2	Allosaurus	Jurassic
3	Gorgosaurus	Cretaceous
4	Saurophaganax	Jurassic
5	Tarbosaurus	Cretaceous
6	Tyrannosaurus	Cretaceous

HADROSAURIDS

D6	RESULT	ERA
1	Charonosaurus	Cretaceous
2	Edmontosaurus	Cretaceous
3	Hyphacrosaurus	Cretaceous
4	Sauralophus	Cretaceous
5	Shantungosaurus	Cretaceous
6	Telmatosaurus	Cretaceous

SAUROPODS

D6	RESULT	ERA
1	Apatosaurus	Jurassic
2	Argentinosaurus	Cretaceous
3	Brachiosaurus	Jurassic
4	Camarasaurus	Jurassic
5	Cetiosaurus	Jurassic
6	Diplodocus	Jurassic

CERATOPSIANS

D6	RESULT	ERA
1	Centrosaurus	Cretaceous
2	Diceratops	Cretaceous
3	Monoclonius	Cretaceous
4	Pentaceratops	Cretaceous
5	Styracosaurus	Cretaceous
6	Triceratops	Cretaceous

OTHER DINOSAURS I

D6	RESULT	ERA
1	Anklyosaurus	Cretaceous
2	Ceratosaurus	Jurassic
3	Iguanadon	Cretaceous
4	Plateosaurus	Triassic
5	Stegosaurus	Jurassic
6	Velociraptor	Cretaceous

OTHER DINOSAURS II

D6	RESULT	ERA
1	Compsognathus	Jurassic
2	Deinonychus	Cretaceous
3	Dilophosaurus	Jurassic
4	Dimetrodon	Permian
5	Euparkeria	Triassic
6	Ornitholestes	Jurassic

MARINE DINOSAURS

D6	RESULT	ERA
1	Archelon	Cretaceous
2	Dunkleosteus	Devonian
3	Elasmosaurus	Cretaceous
4	Mosasaurus	Cretaceous
5	Nothosaurus	Triassic
6	Plesiosaurus	Jurassic

FLYING DINOSAURS

D6	RESULT	ERA
1	Archaeopteryx	Jurassic
2-3	Pteranodon	Cretaceous
4	Pterodactyl	Jurassic
5	Quetzalcoatlus	Cretaceous
6	Rhamphorynchus	Jurassic

PART TWO: MONSTERS

CHAPTER TEN: MONSTER STATISTICS

2.10.1. QUICK-REFERENCE INFORMATION

Frequency

This entry indicates how common the creature is envisioned in a "standard" game world. You should feel absolutely free to ignore this part of the monster description if you want to make a monster more or less rare in your own fantasy setting.

- **Unique:** There is only one of this creature.
- **Very Rare:** The creature is virtually unknown. Sages and scholars might know about it, and might be intrigued to see one.
- **Rare:** Sages, scholars, and professional adventurers likely know about it, but the average peasant doesn't.
- **Uncommon:** It's widely known in rumour and folklore. Peasants have likely heard of it but few will have seen one.
- **Common:** It's familiar to everyone, and its appearance might cause alarm but not surprise.

Number Encountered

For random *dungeon* encounters, ***do not*** use this number: use the numbers from the dungeon encounter tables.

Number encountered is for use with the *wilderness* encounter tables. The "wilderness," in AD&D, is an area that doesn't have difficulty levels. Anything might be encountered, from a goblin to a dragon; and unlike a dungeon, where the players choose when to explore a deeper level, the "wilderness" offers no player choices about risk/reward. Basically, AD&D contained two internal games: the game of wilderness exploration and the game of dungeon exploration, and the structure of the two games was different.

Although most GMs used the wilderness exploration rules for uncharted areas, when it came to specific areas, a lot of tweaking immediately began to take place. A particular forest might be known for goblins? Make an encounter table for that forest. A particular area is generally safe because of patrols? Make a specific encounter table for it. The original system is a general resource, weak on individuality of areas, and also weak on an important aspect of the game, player choices. But it provides a very useful framework for wilderness in general, because *virtually no GM has the time* to create individualised wilderness that also has well-defined risk/reward areas.

Thus, you as the GM should feel free to create individualised wilderness encounter tables that ignore "Number Encountered" in favour of numbers that match the difficulty level or the character of your wilderness area. But when your players start into an area you haven't detailed—and they will—that's when you will find "Number Encountered" and "Lair Chance" to be very valuable tools!

Size

The main use of size category is for spacing, damage by weapon, for unarmed combat, and occasionally as a shorthand to describe what creatures can fit through a space, activate a pressure plate, and so on.

The original game included only Small, Medium, and Large sizes of monsters. We have expanded this to include three more categories: Tiny, Huge, and Gigantic. These new size categories don't add much in terms of rules, but they add clarity to the difference between a ten foot tall hill giant and a dinosaur, or between a goblin and a mouse.

Size categories include: "tiny", "small", "medium", "large", "huge", and "gigantic". This is a measure of space occupied and physical presence, so it's not precise. A creature with a long tail and long neck might be 30ft in total length, but if its "body" is only 5ft long, it might be described as Medium—but if it uses the neck and tail in combat, it might be described as Large. These categories should not be considered as precise.

- **Tiny:** The monster is usually less than 3ft tall (or long). Weapon damage category is the same as "small." Small or larger creatures can enter and occupy the same space as a tiny creature on a grid. Half-square tokens/icons are usually used on a VTT even though more than two Tiny creatures can fit in a square.
- **Small:** The monster ranges from 3ft to just under 5ft. Anyone Medium size or more can use missile weapons safely "over the head" of a Small creature. One-square tokens/icons are usually used on a VTT.

- **Medium:** The monster ranges from 5ft to just under 7ft. One-square tokens/icons are usually used on a VTT.
- **Large:** The monster ranges from 7ft to about 19ft. Four-square tokens/icons are usually used on a VTT.
- **Huge:** The monster ranges from 20ft to just under 40ft. Nine-square tokens/icons are usually used on a VTT.
- **Gigantic:** The monster is 40ft tall or long. Sixteen-square tokens/icons are usually used on a VTT.

Move

Movement is shown in feet per round, the same as for player characters in Chapter Two: *Ancestry* of the Player Guide. Movement rates and how they work are described in Section 1.5.3: *Movement Rate*. Flying creatures also have an aerial agility rating —see Section 2.4.1.5: *Aerial Agility*.

Armour Class

A creature's AC doesn't necessarily mean that it is wearing armour. Even for a humanoid-type creature, the AC might incorporate concepts like a tough hide, a dexterity-type bonus, or skill at blocking attacks.

Hit Dice

A creature's hit points (hp) and certain other features (such as saving throws and XP value) are determined by its hit dice. The die used for rolling hit points is the eight-sided die (d8). Some creatures use a different hit die than a d8, but this is always specified.

If the entry reads something like "3-1," this means to roll 3d8 and subtract one. "2+2" means to roll 2d8 and add two.

If the entry reads something like "1d4 hit points," this means the creature does not have a "full" d8 hit die. You would roll a d4 for the hit points. These creatures (including normal humans) can be attacked multiple times by higher-level fighters because they don't have a "full" hit die.

If the entry reads something like "1d8-1 hp", this also means the creature has less than a full hit die. You would roll 1d8 for the hit points and subtract 1. A creature always has one hit point per die, so if you rolled a "1" the creature would still have 1 hit point rather than 0.

If the entry reads something like "1-4" or "1 to 4", this means the monster has different sizes. Some have 1 hit die, others as many as 4 hit dice. This type of entry does not mean 1-4 hit points; a monster with 1-4 hit points would have "1d4 hit points" here.

Melee Attacks

These are the attacks a creature can make in melee. If it makes a melee attack, then it can't make a ranged attack in the same round unless that's stated as a special attack.

Senses

"Standard" senses usually can't see in the darkness. "Keen" senses of various kinds might be able to function in darkness that would cause problems for a human (example: wolves, cats), but they can't necessarily operate without penalties in the total darkness of a deep cavern. "Keen" is mainly a reminder that the creature might—by the GM's decision—be able to smell, hear, or see things that would affect the adventuring situation. Example: a guard dog might not be able to fully "detect" an invisible thief, but its sense of smell will certainly alert it to the fact that someone is present. It would still attack at -4 to hit, but it would not hesitate to begin barking a warning when it smells an intruder. This chance can be set at 50%, as per a roll of 01-50 on the following table.

"Sixth sense" is a chance to perceive scrying (such as *clairaudience*), and "detect invisible" refers to the fact that some creatures have a chance to completely perceive invisible opponents (by smell or other means).

Higher hit die creatures can detect invisible creatures. This does not negate the -4 penalty to hit an invisible creature, but it does mean that the invisible creature can be targeted for attacks.

TABLE 2.10.1A: DETECTING PRESENCE OF INVISIBLE CREATURES

The table result is the d100 roll on which the creature can detect the presence of an invisible being.

HIT DICE	INT 0-1	INT 2-4	INT 5-7	INT 8-10	INT 11-12	INT 13-14	INT 15-16	INT 17+
7+	-							01-05
8+	-						01-05	01-10
9+	-					01-05	01-10	01-15
10+	-				01-05	01-15	01-20	01-25
11+	-			01-05	01-15	01-25	01-30	01-35
12+	-		01-05	01-15	01-25	01-35	01-40	01-45
13+	-	01-05	01-10	01-25	01-35	01-45	01-50	01-55
14+	01-05	01-10	01-15	01-35	01-45	01-55	01-65	01-75
15+	01-10	01-15	01-20	01-45	01-55	01-65	01-80	01-95

Lair Chance

This number is used when rolling random *wilderness* encounters. It represents the chance that the adventurers have stumbled upon the creature's lair rather than meeting it while it is away from the lair (in which case it is "wandering"). This is important, because most of a monster's treasure is likely to be kept in the lair. Defeating a "wandering" monster means the characters *still have to find that lair* in order to get the treasure. Creatures that don't have lairs will usually have "nil" for this entry, and various publishers might also use 0% or 100% to designate a "no lair" type of creature.

Dungeon encounter tables usually specify the number of creatures encountered on a particular dungeon level (and lairs are at keyed locations), so this entry isn't used in dungeons.

Intelligence

The creature's intelligence relative to a median human, and the range of an intelligence score. Possible values include "Non-", "Animal", "Semi-", "Low", "Average", "Very", "High", "Exceptional", "Genius" or occasionally even higher.

Morale

The creature's base morale. See Section 1.6.8: *Morale* in the Player Guide for a detailed explanation of morale. An entry of "N/A" means that the creature doesn't need to make morale checks. These creatures usually fight to the death. If the creature has intelligence higher than 0 and morale of N/A, then it means that the creature can still decide to retreat but is brave enough that it isn't forced to make morale checks (Berserkers, for example).

Loot

The creature's likely treasure hoard, measured in "loot classes". See Chapter Twelve for a detailed explanation of loot classes.

Experience

This is a pre-calculation of the creature's Experience Point (XP) value, which can be used on Table 2.11a: *Calculating a Monster's "Level"* to find the "Monster Level" for purposes of Table 2.7.3.1a: *Monster Sub-Table Matrix*. Since the monsters are already in the encounter tables, the "Monster Level" isn't needed here.

2.10.2. MONSTER DESCRIPTION

All monsters have a general description, followed by headings for their special abilities. If a monster doesn't have a special ability in one of the four categories, the heading doesn't appear.

Surprise and Initiative

Not all monsters have this subheading, but if the monster has a special ability affecting surprise or initiative, this is listed.

Immunities and Resistance

Magic Resistance: A few creatures have magic resistance. This is shown under the heading "Immunities and Resistance". When a spell or other magic would affect that creature, the GM rolls d100 for it. If the creature passes its magic resistance roll, it is unaffected by that magic. Even if the creature fails its magic resistance roll, it can still attempt a saving throw if the spell or other magic would normally allow one.

More powerful spellcasters find it easier to overcome magic resistance, and less powerful spellcasters find it harder. Increase the creature's magic resistance by +5% for each caster level below 11th, and decrease it by -5% for each caster level above 11th. The "caster level" is the number of levels the caster has in the spell's casting class—so for example, a character who's a 7th/11th level fighter/magic-user is an 11th level caster, even though they have 18 character levels in total.

Great powers, such as deities, artifacts, and relics, can choose to bypass a creature's magic resistance. If they make this choice, then their target creature automatically fails its magic resistance roll.

Immune to Mundane or Non-Magic Weapons: Creatures that are immune to non-magical weapons are also immune to natural weaponry and unarmed attacks. In monster vs. monster combat, enough hit dice can substitute for a magic weapon, but never for player characters.

THESE HD LEVELS PROVIDE	THE EQUIVALENT OF A:
4+ hit dice	+1 weapon
6+ hit dice	+2 weapon
8+ hit dice	+3 weapon
10+ hit dice	+4 weapon

Special Features

This heading describes anatomical features of a monster that might come into play, spells, and other special features that aren't necessarily attacks (for example, spells might include defensive spells).

Special Attacks

This heading is used when a monster has a particular and unusual attack form.

EVIL HUMANOIDS

OSRIC contains orcs, goblins, bugbears, and many other monsters that are human-like but evil. These are, in a folkloric sense, the enemies of civilisation. In this role, many of them are described as living in bands or tribes rather than more complex social structures, as being less intelligent than humans, and as barbaric or primitive. Since these are all stereotypes that Western colonial nations have applied to indigenous peoples, it is worth noting that the orcs and goblins of OSRIC are not intended to be analogised to any human societies, race, or ethnicities.

They are, however, related to a non-culturally specific situation that repeats throughout history, which is invasion. One of the best nutshell descriptions of fantasy gaming I've heard is that, "It's like the Middle Ages if everything people *believed* were actually *true*." History is filled with raids and invasions: the Germanic tribes who moved into the Roman Empire, the Danes in the British Isles, the Scythians, the Huns, and so on. It's historically very common for semi-nomadic peoples to raid or migrate into lands held by an agricultural society. The victims considered these attackers to be barely human; utterly foreign and feral. And this is the point where the "change belief into truth" approach comes into play: the orcs and other humanoids allow you to present a situation in which the invaders truly *aren't* human. That's a great setting for adventure, but it actually starts to fall apart if you then turn around and make the monsters human-like.

To avoid making the humanoid monsters too human-like, and also to avoid social analogies to indigenous cultures, some of the terminology from AD&D (and OSRIC 2.0) has been altered for OSRIC 3.0. "Witch-doctor" is now "Witch-crafter," and "Shaman" is now "Witch-Priest," as a couple of examples. A lot of the original terminology of AD&D was taken from reference books written during or shortly after the colonialist era (ending around 1948), and in many cases Gary Gygax (writing in the late 1970s) used terms that seemed general at the time—but turned out to be ancestrally charged or much more specific to a culture than he probably realised. It's those specific terms that create the link to indigenous peoples of the colonial and post-colonial era; other than that, the stereotypes are a standard set that was attributed to countless "invaders" from history by the targets of the invasion. The "invading other" is a standard trope of history and folklore, and the human-like monsters of OSRIC are intended to pick up on the folkloric theme, not on any historical reality. They certainly aren't intended to be analogised to the *victims* of an invasion or colonisation.

GROUP ALIGNMENT FOR MONSTERS

The alignments shown for monsters that form social groups (such as elves, orcs, and gnomes) are technically only the "prevailing" and the "most common" alignment for this type of monster. Group alignments are a useful shorthand, so even a large social unit like a kingdom can be said to have "an alignment". However, a group of monsters is *highly likely* to be composed *almost exclusively* of the stated alignment, with the exception of humans, gnomes, dwarfs, and halflings.

The reason for this is buried in the original rules of the game, in two separate places. The first is the fact that using the official rules, most ancestries (elves and half-orcs being the most relevant) do not have souls and thus cannot be raised from the dead. Only humans, gnomes, dwarfs, half-elves, and halflings can be raised. All other creatures have spirits, which can be reincarnated. The implication is that most of the monstrous ancestries (but also including elves, brownies, pixies, etc.) obtain their core personality and alignment from a pre-existing spirit that inhabits the body. There isn't much information in the original books about normal reincarnation, but the spells provide a bit of information: a certain amount of memory is retained (probably almost none in a naturally-occurring reincarnation, but this is relevant) and even more importantly, alignment is also a minor factor (opposite alignments don't "land" in a spell-induced reincarnation).

If alignment is any sort of factor in a spell-induced reincarnation, this explains why groups of monsters (again, including elves and pixies) tend to have the same alignment. It isn't nature *or* nurture. It's not because their society teaches it, and it's not because their "genetics" give them a predisposition toward it. It's because spirits of certain alignments tend to be reincarnated as elves (chaotic good), brownies (lawful good), and orcs (lawful evil). Or, seen in reverse, the bodily form tends to draw spirits of a particular alignment.

If this predisposition is only slight, then it would only produce an alignment tendency. And that's up to the GM, really, to decide whether orcs just tend to be lawful evil, or whether most (or virtually all) orcs end up being inhabited by lawful evil life-forces.

However, there's a second factor implying that for evil species, at least, the variation in alignment will be smaller than for species with a tendency toward goodness. Those spirits being born into the species have an alignment, which means they also speak an alignment tongue, probably from a very early age since the spirit already has an alignment. The culture won't know exactly what alignment the young one has, but they will know early on if it's different from the one shared by most other members of the species. A good-aligned species would be less likely to exile someone purely for being different (this is probably also more true of a chaotically-aligned species), but the more evil and more lawful aligned monsters would be likely to exile, or even possibly kill, members who can't speak the commonly-held alignment tongue.

Obviously the GM can alter any of the components of this system; but as written, the AD&D canon does tend to suggest a reason why group alignments would stay relatively close to the "standard" alignment shown for any particular species, with more conformity in the evil and lawful alignments, and a bit less conformity in the good and chaotic alignments.

The reason it may be important in game play is that adventurers encountering a group of evil monsters have much more reason to assume that these particular monsters are evil than they would if alignment were based only on real world principles of nature or nurture. In this world, due to the effects of a reincarnation system, "predisposition" is a third factor.

MONSTERS

A

ACHAIYERAI

FREQUENCY	Very rare
NO. ENCOUNTERED	1d6
SIZE	Huge
ALIGNMENT	Chaotic evil
MOVE	180ft
ARMOUR CLASS	8 [12] or -1 [21] (see below)
HIT DICE	10 (body); 15hp (per each leg)
MELEE ATTACKS	1 bite (1d10 piercing) and 2 claws (1d8 slashing), or just 2 claws (1d8 slashing)
SENSES	Infravision 120ft
LAIR CHANCE	5%
INTELLIGENCE	Average (8-10)
MORALE	90
LOOT	Hoard 6
EXPERIENCE	1,400 +14/hp

Though not strictly demons, achaiyerai are native to the Abyss. They are about 16ft tall and look like giant flightless birds with short necks and four legs.

Immunities and Resistances

*Magic Resistance (*35%): Any magic spell or effect has a 35% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Height Advantage. Creatures less than 8ft tall that aren't flying can only attack the achaiyerai's body with missile weapons, spears, or pole arms. With hand weapons they can only attack its legs.

Special Body-Type. The achaiyerai's relatively-unprotected body is AC 8[12] and has 10 hit dice. Its legs are AC -1[21]. If a leg suffers a total of 15 hit points of damage it is unusable, and the bird falls if two legs are unusable.

Limited Reach. Because of its stilt legs, the achaiyerai can only use its bite attack (1d10 damage) against a target that's more than 8ft tall or a target that's flying.

Special Attacks

Toxic Cloud. The achaiyerai can use this power once per day, and regains its use at dawn. The achaiyerai can emit an opaque, toxic cloud in a 20ft diameter sphere. Creatures within this cloud suffer no ill effects if they're achaiyerai, if they're immune to poison, or if they don't need to breathe. Otherwise they take 2d6 hp of damage, and must attempt a saving throw vs poison. Creatures that fail this saving throw are feebleminded (as the 7th level druidic spell) for three hours.

Unarmed Combat. Achaiyerai cannot be overborne or grappled, and do not employ these tactics.

Languages

Achaiyerai have their own tongue, and all speak Abyssal, the lingua franca of the Abyss. Some learn other languages.

AERIAL SERVANT

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	240ft flying
ARMOUR CLASS	3 [17]
HIT DICE	16
MELEE ATTACKS	1 slam (8d4 blunt)
SENSES	Standard, Detect invisible 15%
LAIR CHANCE	Nil
INTELLIGENCE	Semi (2-4)
MORALE	125
LOOT	Nil
EXPERIENCE	5,250 +20/hp

Aerial servants are creatures from the Elemental Plane of Air, sometimes met on the ethereal or astral planes (where they are visible), but more often met when conjured by the divine spell *aerial servant*. On the Prime Material Plane, aerial servants are invisible.

These beings are very strong and can carry 1,000 lbs without being encumbered.

If a summoned aerial servant can't carry out its mission, it will go back to the cleric who summoned it and attack them.

Surprise and Initiative

The Aerial servant surprises opponents on 1-4 on 1d6.

Immunities and Resistances

Magical Phenomenon. The aerial servant doesn't need to eat, drink, sleep, or breathe. Magic can't put it to sleep. Gases can't harm it, and it is immune to poison and disease.

Immune to Mundane Weapons. The aerial servant is immune to piercing, blunt, or cutting damage, unless the weapon causing that damage is magical.

Special Features

Compressible. The aerial servant can fit through a gap one inch wide. It can't be restrained and isn't affected by being prone.

Invisible. While on the Prime Material Plane, the aerial servant is invisible.

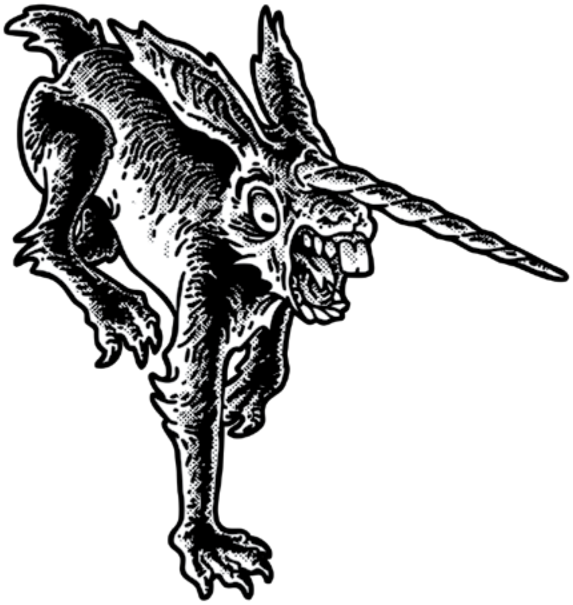
Unarmed Combat. Aerial servants cannot be overborne or grappled, and do not employ these tactics.

Languages

Aerial servants can't talk and don't speak languages, but the divine spell *Aerial Servant* enables the creature to understand its summoner's commands.

AL-MI'RAJ

FREQUENCY	Very rare
NO. ENCOUNTERED	2d10
SIZE	Small
ALIGNMENT	Neutral
MOVE	180ft
ARMOUR CLASS	7 [13]
HIT DICE	1
MELEE ATTACKS	1 horn (1d4 piercing)
SENSES	Standard
LAIR CHANCE	5%
INTELLIGENCE	Animal (1)
MORALE	50
LOOT	Nil
EXPERIENCE	5 +1/hp



In medieval Arabic literature, Al-Mi'raj (or just Mi'Raj) are yellow hares with black horns, like miniature unicorn horns. In OSRIC they are fey creatures that live in temperate and subtropical woodlands. Their horns are useful to alchemists, and some wizards use wands made of Al-Mi'raj horns.

Languages

None.

ANIMATED OBJECT

An animated object's stats vary depending on its size. The GM will have to use their discretion for most of these; for example, some very heavy creatures, such as human-sized stone statues, might be best treated as large creatures.

	SMALL OBJECT	**MEDIUM OBJECT**	**LARGE OBJECT**
FREQUENCY	Very rare	Very rare	Very rare
NO. ENCOUNTERED	1	1	1
SIZE	Small	Medium	Large
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	90ft	60ft	30ft
ARMOUR CLASS	Depends on material but for example, 7 [13] if wood; 5 [15] if stone; 4 [16] if metal	Depends on material but for example, 7 [13] if wood; 5 [15] if stone; 4 [16] if metal	Depends on material but for example, 7 [13] if wood; 5 [15] if stone; 4 [16] if metal
HIT DICE	4	5	6
MELEE ATTACKS	1 slam (1d6 blunt)	1 slam (2d4 blunt)	1 slam (3d6 blunt)
SENSES	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A (fights to the death)	N/A (fights to the death)	N/A (fights to the death)
LOOT	Nil	Nil	Nil
EXPERIENCE	105 +3/hp	155 +4/hp	230 +6/hp

Animated objects are temporary creatures created by the level 6 Cleric spell *animate object*.

Immunities and Resistances

Immunities. Animated objects are immune to blindness, psychic damage, charm, domination, sleep, gases, poison, and disease.

Special Attacks

Unarmed Combat. Some animated objects might be able to choose to overbear or grapple instead of making a regular melee attack. Because they vary in shape and size, pre-calculated stats for unarmed attacks will vary.

Languages

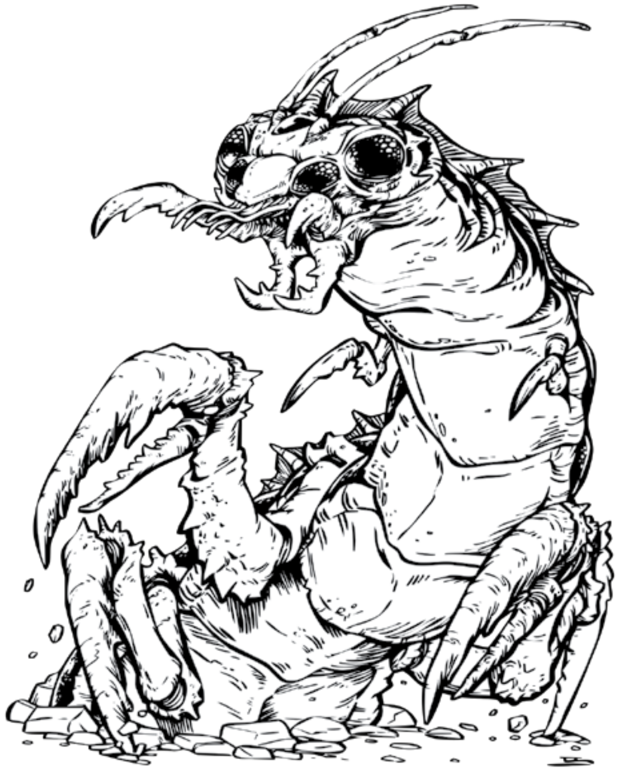
The animated object magically understands its creator's spoken commands, no matter what language its creator is speaking. It doesn't understand anyone else.

ANKHEG

FREQUENCY	Rare
NO. ENCOUNTERED	1d6
SIZE	Large
ALIGNMENT	Neutral
MOVE	120ft; 60ft burrowing
ARMOUR CLASS	2 [18]
HIT DICE	3 to 8 (GM decides, or roll 1d6+2)
MELEE ATTACKS	1 bite (3d6 piercing)
SENSES	Standard
LAIR CHANCE	15%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	**Varies by HD:** 3 HD: 65 +2/hp 4 HD: 105 +3/hp 5 HD: 155 +4/hp 6 HD: 230 +6/hp 7 HD: 345 +8/hp 8 HD: 550 +10/hp

Ankhegs are giant, burrowing arthropods with chitinous shells. These predators resemble a horrible mixture of grasshopper and lobster, but they are eight feet or more in length. To make matters worse, they can spit digestive acid.

Ankhegs often lurk underground waiting to feel the vibrations of an approaching creature, then attack it by surprise.



Surprise and Initiative

Surprise. A burrowed-in ankheg surprises on a roll of 1-3 on a d6. This is not an original rule of the game, but matches the original text description.

Immunities and Resistances

Many-legged. An ankheg cannot be knocked prone, overborne, or grappled.

Special Attacks

Spit Acid. The ankheg can spit its digestive acid at one target within 30ft of it. It must make an attack roll against that target. If it hits, the target takes 4d8 corrosion damage. Whether it hits or misses, the ankheg can't use this attack again for 12 hours.

Unarmed Combat. Ankhegs can choose to overbear instead of making a regular melee attack. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +5/NA. Grappling attacker/defender modifier: NA/NA. They cannot be overborne or grappled.

Languages

None.

ANNIS HAG

FREQUENCY	Very rare
NO. ENCOUNTERED	1d3
SIZE	Large
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	0 [20]
HIT DICE	9
MELEE ATTACKS	2 claws (1d8+1 slashing) and 1 bite (1d8+1 piercing)
SENSES	Infravision 60ft, Detect invisible 5%, and Illusion sense
LAIR CHANCE	20%
INTELLIGENCE	Exceptional (15-16)
MORALE	90
LOOT	Hoard 4
EXPERIENCE	1,300 +12/hp

When an evil fey abducts the infant daughter of giants or ogres, they can raise it as an annis hag. Annis hags have a variable creature type—some are giants, others fey. They are carnivorous and suffer from constant, gnawing hunger, which they can temporarily relieve by devouring a human, demi-human or humanoid.

Immunities and Resistances

Illusion Sense. Annis hags are never fooled by illusion magic.

Special Features

Spell-Like Abilities. Annis hags can cast each of the following spells, without material components:

3/day: *Change self* (Illusionist 1)

3/day: *Fog cloud* (Illusionist 2)

Special Attacks

Melee Attack: Seize and Devour.

Seizing: When both of an annis hag's claw attacks hit the same target, and the target's size is medium or smaller, the target is *seized*. The seize ends when the creature escapes, when either the annis or the seized creature is killed, or when something moves the seized creature such that it's no longer within 5ft of the annis.

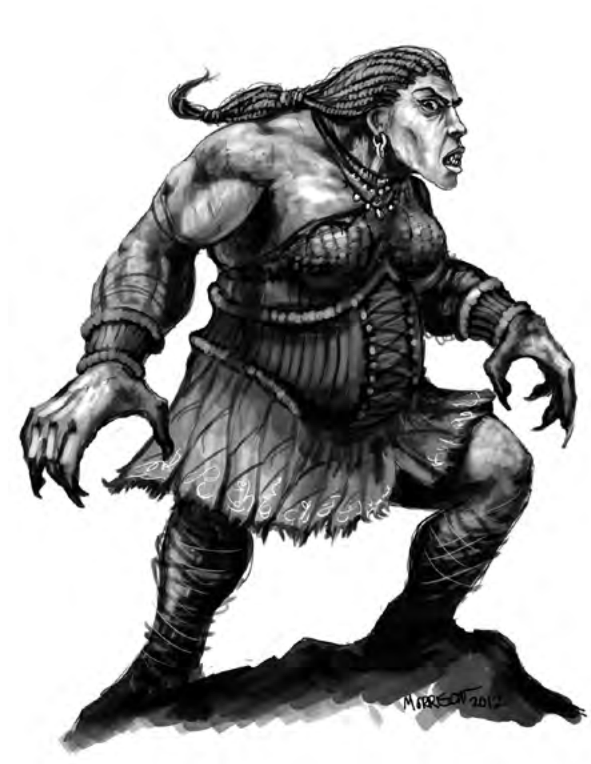
- While it's seized, the seized creature can't attack, move, or use its arms and legs. When the annis moves, the seized creature moves with it. The annis' movement speed is halved while it's seized a creature. Each annis can only seize one creature at a time, and two or more annis can't seize the same creature.
- A creature that's seized can try to *escape* on its initiative. It attempts a Major Test of Strength. If the creature passes, then it escapes the annis. It can then choose to move up to its speed away from the annis, but it can't take any other action that round. If it fails, then it remains seized and can't take any other action that round.
- Other creatures can help the seized creature to escape by attempting a Major Test of Strength. If they pass, they wrestle the creature away from the annis, so the creature is no longer seized. They can't take any other action that round. If they fail, then the seized creature remains seized and the other creature can't take any other action that round.

Devouring. If the annis has seized a creature, then on its initiative in the next round, instead of attacking, the annis can *devour* the creature it has seized. The creature takes 3d8+3 piercing damage (no saving throw). If this damage kills the creature, then the devoured creature is no longer seized but inside the annis' belly. The annis digests the corpse 1d3 rounds later. A digested corpse can't be raised.

Unarmed Combat. Annis hags can choose to overbear instead of making a regular melee attack. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2. They do not employ grappling tactics.

Languages

Annis speak common, and the tongue of the fey that raised them. Most also speak various giantish tongues, which can include the languages of ogres, ettins, and/or trolls.



ANT, GIANT

	WORKER	SOLDIER	QUEEN
FREQUENCY	Rare	Very rare	Very rare
NO. ENCOUNTERED	1d100	1/5 the number of workers	1
SIZE	Small	Medium	Large
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	180ft	180ft	Can't move
ARMOUR CLASS	3 [17]	3 [17]	4 [16]
HIT DICE	2	3	10
MELEE ATTACKS	1 bite (1d6 piercing)	1 bite (2d4 piercing & 3d4 poison)	None
SENSES	Standard	Standard	Standard
LAIR CHANCE	10%	10%	100%
INTELLIGENCE	Animal (1)	Animal (1)	Low (5-7)
MORALE	55	60	N/A
LOOT	Nil	Nil	Cache 3 (x3) and Cache 5
EXPERIENCE	30 +1/hp	50 +2/hp	700 +13/hp

Giant ants are a dangerous threat to dungeon adventurers, but they can also be encountered above ground.

The population of a giant ant colony is determined by rolling for the number of workers (1d100). There will also be one soldier for each five workers (round fractions up).

The queen can't move or fight, and lives at the heart of the colony. It takes twelve workers to carry her, moving at 30ft. If the queen's chamber is invaded, twelve workers will try to carry her to safety while the rest of the colony (workers and soldiers alike) attacks the intruders.

If the queen is killed, the entire colony will be *confused* (as the 7th level druidic spell) for 1d6 rounds. They will then leave the colony in search of a new one.

Immunities and Resistances

Many-legged. A giant ant cannot be knocked prone, overborne, or grappled.

Special Features

Climber. Giant ants can move on walls and ceilings as if they were floors.

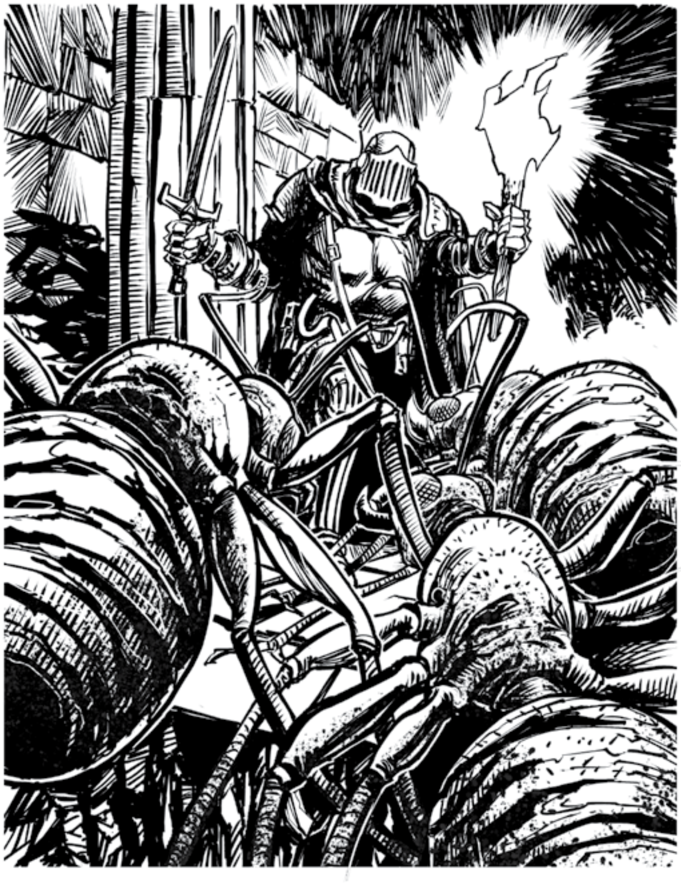
Special Attacks

Melee Attack: Poison (Soldiers only). Anyone bitten by a soldier ant will take 3d4 hit points of damage from poison in addition to the piercing damage unless they succeed at a saving throw vs poison, in which case the poison damage is 1d4 hit points.

Unarmed Combat. Giant ants cannot be overborne or grappled, and do not employ these tactics.

Languages

None.



APE

	GORILLA	CARNIVOROUS	GIANT
FREQUENCY	Rare	Very rare	Very rare
NO. ENCOUNTERED	3d6	2d4	1
SIZE	Medium	Large	Gigantic
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	120ft	120ft	180ft
ARMOUR CLASS	6 [14]	6 [14]	6 [14]
HIT DICE	4	5	25
MELEE ATTACKS	2 fists (1d3 blunt), 1 bite (1d6 piercing)	2 fists (1d4 blunt), 1 bite (1d8 piercing)	2 fists (2d6+12 blunt), 1 bite (4d8 piercing)
SENSES	Keen-eared	Keen-eared	Keen-eared, Detect invisible 5%
LAIR CHANCE	Nil (no lair)	10%	10%
INTELLIGENCE	Low (5-7)	Low (5-7)	Low (5-7)
MORALE	65	70	150
LOOT	Nil	Hoard 3	Hoard 8, doubled
EXPERIENCE	110 +4/hp	125 +4/hp	10,000 +50/hp

GORILLA

Wild gorillas live in remote places and usually avoid conflict.

Special Attacks

Mangle. When both of the gorilla's fist attacks make a successful hit against the same target, the gorilla automatically inflicts an additional 1d6 points of blunt damage from mangling the target. The target is not held or immobilised by this, and can continue to act normally in combat.

Ranged Attack. Gorillas can throw rocks for 1d6 blunt damage. The range increment is 20ft (-2 beyond 20ft, -4 beyond 40ft).

Unarmed Combat. Gorillas can choose to overbear instead of making a regular melee attack. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

Languages

Usually none. In some campaigns there may exist colonies of Awakened Apes that speak either their own language or Common, wear simple clothes, and use simple tools and weapons.

CARNIVOROUS APE

OSRIC's source literature has a tradition of aggressive ape-like creatures, such as the White Apes of Barsoom or Thak in Robert E. Howard's *Rogues in the House*. In OSRIC, certain humanoids, and particularly hobgoblins, form alliances with carnivorous apes and share lairs with them.

Special Attacks

Mangle. When both of the carnivorous ape's fist attacks make a successful hit against the same target, the carnivorous ape automatically inflicts an additional 1d8 points of blunt damage from mangling the target. The target is not held or immobilised by this, and can continue to act normally in combat.

Ranged Attack. Carnivorous apes can throw rocks for 1d8 blunt damage. The range increment is 20ft (-2 beyond 20ft, -4 beyond 40ft).

Unarmed Combat. Carnivorous apes can choose to overbear instead of making a regular melee attack. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +2/-2.

Languages

The carnivorous ape doesn't speak any languages, but may understand a few simple words in a human or humanoid language.

GIANT APE

The giant ape is enormous: King Kong scale.

Special Attacks

Trample. On its move, as a charge, or as part of a move into combat, the giant ape can tread on any creature smaller than size Huge. If the smaller creature can move and isn't prone, then it can immediately (during the giant ape's turn) choose to move to an unoccupied space within 5ft of it. This 5ft move doesn't cost the smaller creature any of its movement. If the smaller creature is prone, can't move for any other reason, or if there's no unoccupied space within 5ft of it, then the smaller creature takes 3d6+12 blunt damage as the giant ape treads on it. This doesn't count as one of the giant ape's attacks; it is just part of movement.

Melee Attack: Grasp and Squeeze.

Grasp: When one of the giant ape's fists attacks hits a target, and the giant ape's attack roll is 4 or more higher than the minimum it would need to hit the creature, the target is *grasped* if its size is large or smaller. The grasp ends when the creature escapes, when either the giant ape or the grasped creature is killed, or when something moves the grasped creature such that it's no longer within 5ft of the giant ape.

- While it's grasped, the seized creature can't attack, move, or use its arms and legs. When the giant ape moves, the grasped creature moves with it. The giant ape's movement speed isn't affected by seizing creatures. Each giant ape can only grasp one creature in each fist at a time, and two or more giant apes can't grasp the same creature.
- A creature that's grasped can try to escape on its initiative. It attempts a Major Test of Strength. If the creature passes, then it escapes the giant ape. It can then choose to move up to its speed away from the giant ape, but it can't take any other action that round. If it fails, then it remains grasped and can't take any other action that round.
- Other creatures can help the grasped creature to escape by attempting a Major Test of Strength. If they pass, they wrestle the creature away from the giant ape, so the creature is no longer grasped. They can't take any other action that round. If they fail, then the grasped creature remains grasped and the other creature can't take any other action that round.

Squeeze: If the giant ape has grasped a creature, then on its initiative, instead of one fist attack, the giant ape can *squeeze* the creature it's grasped. The creature takes 3d6+12 points of blunt damage. The giant ape can then choose whether to keep the creature grasped, or to drop it, ending the grasp. A dropped creature takes 3d6 blunt damage from the fall. It must then attempt a saving throw vs death, and must add its Dexterity saving throw modifier to this saving throw. If it fails, it lands prone.

Range Attack: Throw Tree. If the giant ape doesn't have any creatures grasped, then instead of all its attacks, it can throw a nearby tree or boulder. It can uproot a tree or lift a boulder as part of this action. The giant ape then throws the tree or boulder at a point within 180ft of it that it can see. Each creature within 5ft of that point (either scale) must attempt a saving throw vs death and must add its Dexterity saving throw modifier to this saving throw. If it fails this saving throw, it takes 2d6+12 points of blunt damage.

Stomp. Instead of using its bite attack in combat, the giant ape can choose to *stomp*. When it does so, it jumps with both feet, and lands, making the ground shake. Creatures within 10ft of the giant ape must attempt a saving throw vs death, and must add their Dexterity saving throw modifier to this saving throw. If they're flying, they automatically pass this saving throw. If they fail, they fall prone (they don't die; death is just the saving throw category used).

Unarmed Combat. Giant apes cannot be overborne or grappled, and do not employ these tactics.

Languages

The giant ape doesn't speak any languages, but may understand a few simple words in a human or humanoid language.

AURUMVORAX

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Small
ALIGNMENT	Neutral
MOVE	90ft; 30ft burrowing
ARMOUR CLASS	0 [20]
HIT DICE	12
MELEE ATTACKS	1 bite (2d4 piercing)
SENSES	Standard
LAIR CHANCE	25%
INTELLIGENCE	Animal (1)
MORALE	105
LOOT	Nil
EXPERIENCE	2,250 +16/hp

Also known as the "golden gorger" for its beautiful fur coat, the aurumvorax is a long-bodied, eight-legged carnivore. It lives in plains or woods. Though as small as a badger, the creature is very dense and heavy, and weighs as much as a bear.

Immunities and Resistances

Immune (gas and poison): The aurumvorax is immune to gases and poison.

Resistant (blunt and fire): The creature takes only half damage from blunt weapons and fire damage (round down).

Many-legged. This creature cannot be knocked prone, overborne, or grappled.

Special Features

This small creature is *very* heavy (600 pounds).

Special Attacks

Melee Attack: Jaw Lock and Rake.

Jaw Lock: When the aurumvorax's bite hits, it locks its jaws in the target's flesh. (If you are using a grid, it is in the target's square). If the target moves, it has to pull the aurumvorax with it, and since the aurumvorax weighs 600 pounds, this is unlikely. Until the jaw lock ends, the aurumvorax can't bite or lock onto another target. On its initiative, the aurumvorax can choose to release its target (in a grid, it moves to an unoccupied space within 5ft) and can take another action.

- A creature the aurumvorax is locked onto can try to *escape* on its initiative. It attempts a Major Test of Strength. If the creature succeeds at the test, it takes 2d4 piercing damage as it pulls the aurumvorax off itself. The jaw lock ends, and the creature can then choose to move up to its speed away from the aurumvorax, but it can't take any other action that round. If it fails, then the aurumvorax remains locked on and its target can't take any other action that round.
- Other creatures can help the creature locked onto to escape by attempting a Major Test of Strength. If they pass, they wrestle the creature away from the aurumvorax, so the aurumvorax is no longer locked on. The creature rescuing can't take any other action that round. If the creature rescuing fails, then the aurumvorax remains locked on and the creature rescuing can't take any other action that round.

Rake: If the aurumvorax is locked onto a creature, then instead of attacking, it can *rake* the creature it's locked onto. When it does so, the aurumvorax's target automatically takes 2d4 piercing damage from the aurumvorax's jaws, and the aurumvorax rakes it, attacking with 2d4 of its claws. Each claw inflicts 1d6 slashing damage (a successful to-hit roll is required).

Unarmed Combat. Aurumvoraxes cannot be overborne or grappled, and do not employ these tactics.

Languages

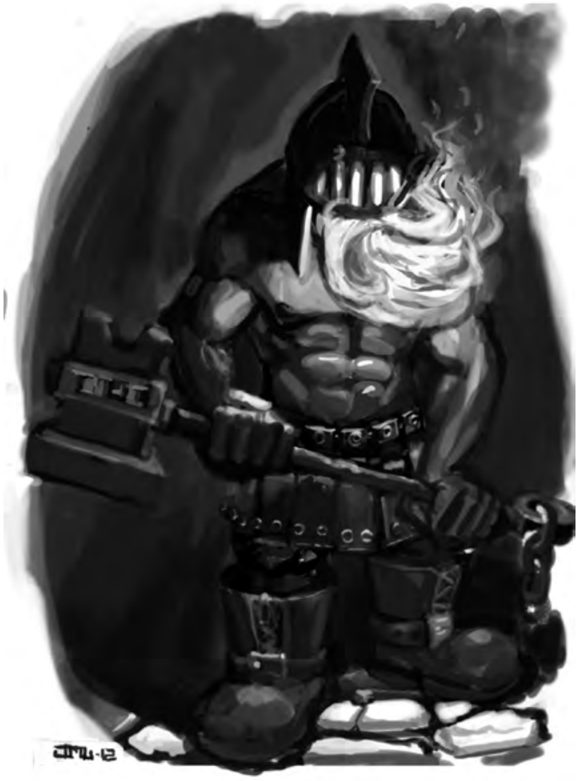
None.

AXE BEAK (PHORUSRHACID)

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d6
SIZE	Large
ALIGNMENT	Neutral
MOVE	180ft
ARMOUR CLASS	6 [14]
HIT DICE	3
MELEE ATTACKS	2 claws (1d3) 1 beak (2d4)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Animal (1)
MORALE	60
LOOT	Nil
EXPERIENCE	50 +2/hp

These ostrich-like birds run fast, and attack prey with their immensely strong beaks. They are usually found in Lost World types of settings, but some cultures or monsters may have learned how to domesticate them as mounts for battle.

Unarmed Combat. Axe beaks do not initiate unarmed combat unless they are trained mounts, and cannot be grappled. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF -/-.



AZER

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Lawful neutral
MOVE	90ft
ARMOUR CLASS	2 [18]
HIT DICE	2+1
MELEE ATTACKS	1 spear (1d6+2 piercing and 1d3 fire)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Very (11-12)
MORALE	60
LOOT	Nil
EXPERIENCE	40 +3/hp

Azer are elementals from the elemental plane of fire. They look like dwarfs with flames for hair and brass-coloured skin. In that plane of existence, azers may be encountered in much larger numbers than shown here.

Immunities and Resistances

Immune to Fire. The azer ignores fire damage.

Resistant to Poison. When the azer takes poison damage, this damage is halved. Round fractions down.

Vulnerable to Cold. When the azer takes cold damage, this damage is doubled.

Special Features

Burning. When you hit the azer with a melee attack while standing within 5ft of it, you take 1d3 fire damage.

Glowing. The azer sheds light in a 40ft radius.

Special Attacks

Melee Attack: Burning. When the azer hits you with a melee attack, you take an extra 1d3 fire damage.

Ranged Attack. 1 spear (1d6+2 piercing); 30ft range increment (-2 beyond 30ft, -4 beyond 60ft).

Unarmed Combat. Azers can choose to overbear or grapple instead of making a regular melee attack. If not fended off, they score an unarmed hit with an 18+ on 1d20. Hit Mods: ATK/DEF +6/-14. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

Languages

Azer have their own language, and also speak Ignan, the lingua franca of the Elemental Plane of Fire.

B.

BABBLER

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Large
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	6 [14]
HIT DICE	5
MELEE ATTACKS	2 claws (1d6 slashing), 1 bite (1d8 piercing)
SENSES	Keen-eared (detect invisible 5%)
LAIR CHANCE	15%
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Hoard 2
EXPERIENCE	100 +5/hp

Babblers are intelligent, lizard-like creatures that resemble a small allosaurus with long arms. They are usually found in swamps, fens, and marshes. Babblers particularly like the taste of human flesh.

Babblers share their habitat with lizardfolk and may be distantly related to them. Some sages think they're former lizardfolk transformed by a curse. In any event, they are sometimes found accompanying lizardfolk raiding parties, and sometimes found eating lizardfolk. Since no one can understand the language of babblers, there's no way of knowing the motivations involved.

Immunities and Resistances

Hold Breath. This creature can go for up to an hour between breaths.

Special Features

Swamp Stealth. While motionless in marsh or swamp terrain, the babbler has a 30% chance to become completely invisible, as if hiding in shadows.

Unarmed Combat. Babblers can choose to overbear instead of making a regular melee attack, but cannot grapple or be grappled. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF -/-.

Languages

Babblers vocalise constantly, unless they're asleep or hiding. They emit a constant stream of noises that sound like language, but magic doesn't translate the sounds, and nobody has ever learned their tongue. They never speak intelligibly. Babblers can usually understand the languages of lizardfolk, although they can't speak it.

BABOON

FREQUENCY	Common
NO. ENCOUNTERED	10d4
SIZE	Small
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	1+1
MELEE ATTACKS	1 bite (1d4 piercing)
SENSES	Keen-eared (detect invisible 5%)
LAIR CHANCE	10%
INTELLIGENCE	Low (5-7)
MORALE	50
LOOT	Nil
EXPERIENCE	30 +1/hp

Baboons are communal, omnivorous creatures found in warmer climes. They live in troops. Baboons sometimes enter houses to steal food, or raid farms to take goats or swine. They tend to flee from serious resistance.

Unarmed Combat. Baboons can choose to overbear instead of making a regular melee attack, and can be grappled. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF -2/+2.

BADGER

	ORDINARY	GIANT
FREQUENCY	Uncommon	Very Rare
NO. ENCOUNTERED	1d4+1	1d4+1
SIZE	Small	Medium
ALIGNMENT	Neutral	Neutral
MOVE	60ft; 30ft burrowing	60ft; 30ft burrowing
ARMOUR CLASS	4 [16]	4 [16]
HIT DICE	1+2	3
MELEE ATTACKS	2 claws (1d2), 1 bite (1d3)	2 claws (1d3), 1 bite (1d6)
SENSES	Keen (detect invisible 5%)	Keen (detect invisible 5%)
LAIR CHANCE	10%	10%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	55	60
LOOT	Nil	Nil
EXPERIENCE	30 +1/hp	50 +2/hp

Swift-moving burrowers, badgers will defend their territory to the death. They mate for life, and when more than one is indicated, the encounter will be with a family. Adult badger pelts will usually bring 1d3×10 gold each, and juvenile pelts are worth one-half normal.

The giant badger is simply a larger version of the regular badger. They are very rare, even in badger-rich areas, but may be encountered in prehistoric “lost world” environments. Their pelts are worth 1d3 x20 gold each.

Unarmed Combat. Badgers cannot be overborne or grappled, and do not employ these tactics.

Language

Depending on the world setting, some unusual badgers (both ordinary and giant) may be related to the fey, in which case they can speak common and/or fey.

BANSHEE (GROANING SPIRIT)

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	0 [20]
HIT DICE	7
MELEE ATTACKS	1 touch (1d8 cold)
SENSES	Infravision 60ft, Detect invisible 5%
LAIR CHANCE	10%
INTELLIGENCE	Exceptional (15-16)
MORALE	80
LOOT	Nil
EXPERIENCE	665 +8/hp

The banshee is often said to be the ghost of an evil elven woman, although many have been encountered who don’t really appear to fit this description. These spirits are found in remote countryside and other lonely natural places. They are mostly incorporeal, and float just above the ground, but they cannot fly.

Immunities and Resistances

Turned as Undead. Banshees are turned as type 13 Undead.

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. The banshee is immune to piercing, blunt, and slashing damage, unless the weapon causing that damage is magical.

Immunities. This creature is immune to mind control (including *charm*) and *hold* spells, *sleep*, gases, poison, disease, cold damage, electrical damage, temporary damage, and subdual damage.

Vulnerability to Exorcism. An *exorcism* spell immediately kills the creature.

Special Features

Fearful Appearance. The mere sight of a banshee will cause *fear* (as the level 3 illusionist spell) unless the viewer saves vs spells (one saving throw, not an ongoing series). Fighting the creature without looking at it incurs a to-hit penalty of -4.

Special Attacks

Wail (1/day). The banshee can wail only when it is dark. All creatures within 30ft of the banshee when it wails must save versus spells or die.

Unarmed Combat. Banshees cannot be overborne or grappled, and do not employ these tactics.

BARRACUDA

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d6
SIZE	Small
ALIGNMENT	Neutral
MOVE	300ft swimming
ARMOUR CLASS	6 [14]
HIT DICE	1 to 3
MELEE ATTACKS	1 bite (2d4 piercing)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	1HD: 10 +1/hp 2HD: 30 +1/hp 3HD: 50 +2/hp

The barracuda is a fearsome, very fast aquatic predator. The natural habitat of this fish is warm salt water. It prefers vulnerable or wounded prey, especially those smaller than itself.

BASILISK

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Neutral
MOVE	60ft
ARMOUR CLASS	4 [16]
HIT DICE	6
MELEE ATTACKS	1 bite (1d10 piercing)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Animal (1)
MORALE	75
LOOT	Hoard 6
EXPERIENCE	1,000 +8/hp

The basilisk is an eight-legged, reptilian creature with baleful eyes and a deadly gaze.

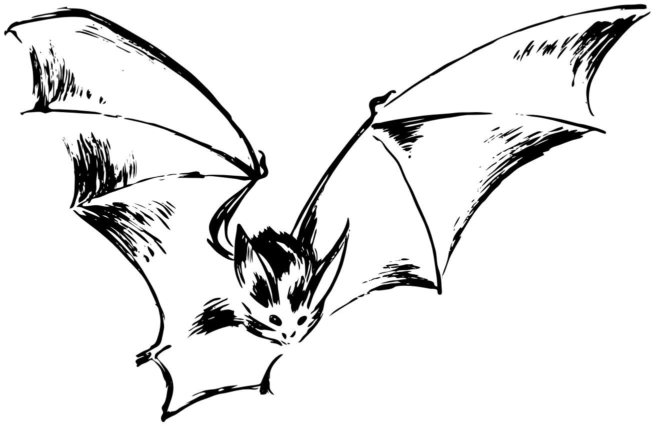
Immunities and Resistances

Reflected Gaze. The basilisk is vulnerable to its own reflected gaze. If confronted with a reflective surface, it must make a saving throw vs petrifaction (with a bonus of +4) or be turned to stone.

Special Features

Petrifying Gaze. Any creature meeting the gaze of a basilisk must successfully save vs petrifaction or instantly be turned to stone (save each time the gaze is met). The gaze effects of the basilisk extend into both the astral and ethereal planes. This applies to anyone who is generally in front of the basilisk, and not using an indirect method of sight such as a mirror. Attacking the creature by looking at a reflection incurs a to-hit penalty of -2. Attacking blindly incurs a to-hit penalty of -4.

Unarmed Combat. Basilisks cannot be overborne or grappled, and do not employ these tactics.



BAT

	ORDINARY	GIANT
FREQUENCY	Common	Uncommon
NO. ENCOUNTERED	1d100×10	3d6
SIZE	Small	Small
ALIGNMENT	Neutral	Neutral
MOVE	10ft; 240ft flying (AA:V)	10ft; 240ft flying (AA:V)
ARMOUR CLASS	8 [12], see below	8 [12], see below
HIT DICE	1d2 hit points	1d4 hit points
MELEE ATTACKS	1 bite (1 hp)	1 bite (1d2)
SENSES	Echolocation	Echolocation
LAIR CHANCE	10%	10%
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	50	50
LOOT	Nil	Nil
EXPERIENCE	1 +0/hp	5 +1/hp

ORDINARY BATS

This listing includes all types of normal bats. They will only attack when trapped, seeking to escape. When startled, they will swarm, causing confusion, extinguishing torches, etc.

Immunities and Resistances

Echolocator. Sight isn't this creature's primary sense. Silence affects it in the same way that darkness affects sighted creatures. Invisible opponents are detected and may be attacked without any penalty.

Special Attacks

Bat Swarm. If more than 5 bats are startled and swarm, they cause confusion, extinguish torches, and can interrupt spell casting. Every 5 bats in the swarm occupies an area of about 10x10ft. Any person in the area must make a saving throw vs. petrifaction or be affected in some way by the bats, in the following order: (1) an open flame carried by the character is extinguished, (2) if the character is not carrying an open flame but is casting a spell, the spell is lost, (3) if the character is neither carrying an open flame nor casting a spell, the character is confused and cannot take actions for 1d4 rounds.

GIANT BATS

These are giant versions of carnivorous ordinary bats. Their bodies grow up to 3ft long, and they can have wingspans of up to 6ft.

Immunities and Resistances

Echolocator. Sight isn't this creature's primary sense. Silence affects it in the same way that darkness affects sighted creatures. Invisible opponents are detected and may be attacked without any penalty.

Special Features

Highly Manoeuvrable. Users of missile weapons will suffer a -3 "to hit" penalty unless the attacker's dexterity is 13 or higher. Giant bats must land on their intended victims to attack, losing this benefit when they do so.

Special Attacks

Disease. There is a 1% chance that anyone bitten will contract rabies, or some similar blood-borne infection.

BAT, MOBAT

FREQUENCY	Rare
NO. ENCOUNTERED	1d8
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	30ft; 150ft flying (AA:IV)
ARMOUR CLASS	2 [18] or 10 [10]
HIT DICE	4-6
MELEE ATTACKS	1 bite (2d4)
SENSES	Echolocation
LAIR CHANCE	15%
INTELLIGENCE	Low (5-7)
MORALE	65, 70 or 75
LOOT	Hoard 3
EXPERIENCE	4HD: 135 +3/hp 5HD: 190 +4/hp 6HD: 300 +6/hp

The very large mobat is found in warm regions where a plentiful supply of warm-blooded prey is available. These evil creatures may work with other evil species of any kind that can communicate with them.

Surprise and Initiative

Surprise Attack. Mobats surprise opponents on a 1-3 (on 1d6).

Immunities and Resistances

Echolocator. Sight isn't this creature's primary sense. Silence affects it in the same way that darkness affects sighted creatures.

Special Features

Armour Class. When mobats are airborne their AC is 2 [18], but when grounded or attacking their AC is 10 [10].

Special Attacks

Shriek. Mobats can emit a terrifying shriek. If a saving throw vs paralysis is failed, the victims (all within a 20ft radius) are forced to cover their ears, and are thus rendered defenceless. The mobat can do this in any round, but cannot shriek and attack in the same round.

Language

Mobats do not have a language other than the neutral evil alignment speech. They can (and do) cooperate with other evil creatures—on a disorganised basis if there is no communication, or in more organised fashion if they can communicate by alignment tongue or by spells.

BATRACHIAN

	BATRACHIAN	TADPOLE
FREQUENCY	Rare	Very Rare
NO. ENCOUNTERED	17d8	14d8
SIZE	Medium	Small
ALIGNMENT	Chaotic evil	Neutral
MOVE	30ft hop; 150ft swimming	30ft hop; 150ft swimming
ARMOUR CLASS	6 [14] (4 [16] for advanced types)	8 [12]
HIT DICE	1	1d2 hit points
MELEE ATTACKS	1 spear (1d6 + poison) or 1 bite (1d4+1) and 2 claws (1d2)	1 bite (1d2)
SENSES	Standard	Standard
LAIR CHANCE	20%	100%
INTELLIGENCE	Low to average (5-10)	Animal (1)
MORALE	50	50
LOOT	Individual 1, 2, 4 each; in lair, Cache 3 (x5) and 10% chance of any 2 magic items	Nil
EXPERIENCE	18 +1/hp	1 +0/hp

Batrachians are humanoid frog-people of several different varieties. The more advanced batrachian species/cultures use javelins, spears (or harpoons) and armour.

There is a 25% chance that batrachians will have 2d4 giant frogs (75%) or poisonous giant frogs (25%) in their lair. Advanced batrachians with poisonous giant frogs available may (50% chance) have anointed their spears or harpoons with poison.

Batrachian tadpoles spend most of their time in water, and usually dwell in a large, central pool, but they can emerge and fight if threatened.

Rumours persist of batrachian ghouls, which may be under a tribal priest or witch-crafter's command.

If 30 or more batrachians are encountered at once, there will be 1d6 batrachian leaders with 2 HD. These larger batrachians have a strength bonus of +1 to damage.

Batrachians can have witch-priests (maximum of 5th level) or witch-crafters (maximum of 5th/4th level).

Immunities and Resistances

Hold Breath. This creature can go for up to an hour between breaths.

Special Features

Ambush. Batrachians are well-camouflaged and can remain motionless for long periods. They are also cold-blooded and hence hard to see with infravision. As a result, they surprise opponents on a 1-3, and on a 1-5 if hopping.

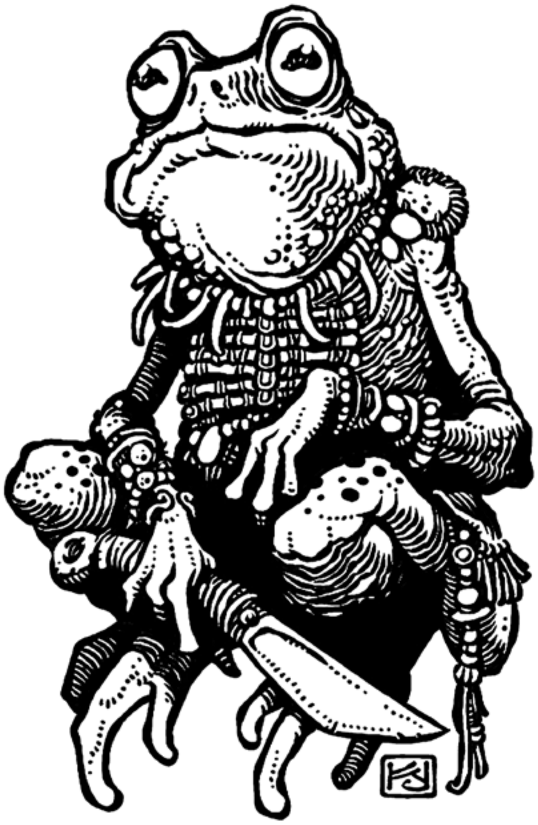
Clumsy. If not armed with a long weapon like a spear or harpoon, a batrachian will always lose initiative due to its clumsy movements on land.

Special Attacks

Hop. A hop counts as a charge, with an additional +1 "to hit" bonus with a weapon. A batrachian making a hop attack with a spear or harpoon inflicts double damage.

Ranged Attack. Adult batrachians can attack with javelins. 1 javelin (1d6 piercing). Range increment 20ft (-2 at 21+ft, -4 at 41+ft).

Unarmed Combat. Batrachians can choose to overbear or grapple instead of making a regular melee attack. If not fended off, they score an unarmed hit with a 2+ on 1d20 (6+ if wearing armour). Hit Mods: ATK/DEF +2/-2. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.



BEAR, LESSER

	BLACK	BROWN
FREQUENCY	Common	Uncommon
NO. ENCOUNTERED	1d3	1d6
SIZE	Medium	Large (9ft)
ALIGNMENT	Neutral	Neutral
MOVE	120ft	120ft
ARMOUR CLASS	7 [13]	6 [14]
HIT DICE	3+3	5+5
MELEE ATTACKS	3 (1d3/1d3/1d6)	3 (1d6/1d6/1d8)
SENSES	Standard	Standard
LAIR CHANCE	10%	10%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	65	75
LOOT	Nil	Nil
EXPERIENCE	75 +3/hp	160 +6/hp

BLACK BEAR

Of all bears, the black bear is the least aggressive. If attacked, they will defend themselves and their cubs. The black bear is omnivorous and possesses good hearing and smell, but has weak vision.

Special Attacks

Melee Attack: Bear Hug. Any claw attack with a to-hit roll of 18 or more results in the target being hugged for an additional 2d4 hit points.

Unarmed Combat. Black bears cannot be overborne or grappled, and do not employ these tactics.

BROWN BEAR

The brown bear, of which the grizzly is the most famous, is an aggressive strain of bear. Like black bears, they are omnivorous and possess good hearing and smell, but have weak vision.

Immunities and Resistances

Death Stamina. If reduced to zero hit points, the brown bear will continue to fight until either 1d4 rounds have elapsed or it is reduced to -9 hit points.

Special Attacks

Melee Attack: Bear Hug. Any claw attack with a to-hit roll of 18 or more results in the target being hugged for an additional 2d6 hit points.

Unarmed Combat. Brown bears may attempt to overbear a lone opponent, and can (technically) grapple and be grappled. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +5/-5. Grappling Result Mods: ATK/DEF +2/-2.

BEAR, GREATER

	CAVE	POLAR
FREQUENCY	Uncommon	Rare
NO. ENCOUNTERED	1d2	1d6
SIZE	Large (12ft)	Large (14ft)
ALIGNMENT	Neutral	Neutral
MOVE	120ft	120ft; 90ft swimming
ARMOUR CLASS	6 [14]	6 [14]
HIT DICE	6+6	8+8
MELEE ATTACKS	1d8/1d8/1d12	1d10/1d10/2d6
SENSES	Standard	Standard
LAIR CHANCE	10%	Nil
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	80	95
LOOT	Nil	Nil
EXPERIENCE	225 +8/hp	600 +12/hp

Unarmed Combat. Greater bears may attempt to overbear a lone opponent, and can (technically) grapple and be grappled. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +5/-5. Grappling Result Mods: ATK/DEF +2/-2.

CAVE BEAR

The cave bear, a giant relic of past ages, is particularly carnivorous, in contrast to its more omnivorous relatives.

Immunities and Resistances

Death Stamina. If reduced to zero hit points, the cave bear will continue to fight until either 1d4 rounds have elapsed or it is reduced to -9 hit points.

Special Attacks

Melee Attack: Bear Hug. Any claw attack with a to-hit roll of 18 or more results in the target being hugged for an additional 2d8 hit points.

POLAR BEAR

Polar bears have white fur and are excellent swimmers. They do not have a bear hug attack.

Immunities and Resistances

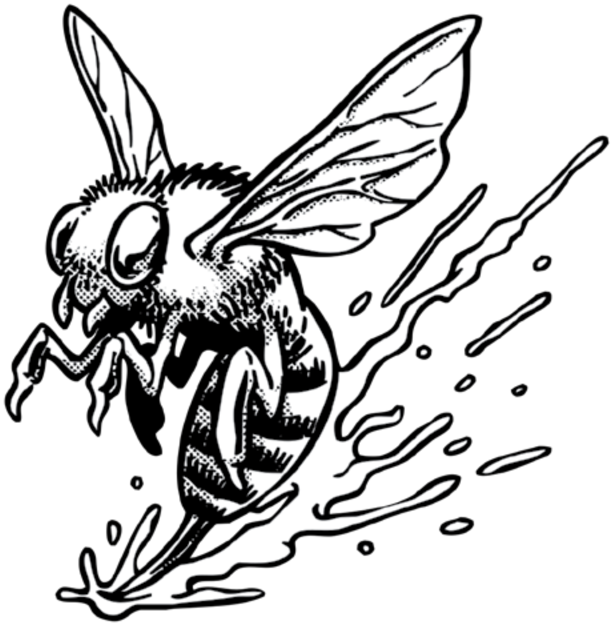
Death Stamina. If reduced to zero hit points, the polar bear will continue to fight until either 1d4+1 rounds have elapsed or it is reduced to -13 hit points.

BEE, GIANT (HONEYBEE)

	WORKER	SOLDIER
FREQUENCY	Rare	Very Rare
NO. ENCOUNTERED	1d10 (20d10 in lair)	1 (3d6 in lair)
SIZE	Medium	Medium
ALIGNMENT	Neutral	Neutral
MOVE	90ft; 300ft flying	120ft; 300ft flying
ARMOUR CLASS	6 [14]	5 [15]
HIT DICE	3+1	4+2
MELEE ATTACKS	1 sting (1d3 + poison)	1 sting (1d4 + poison)
SENSES	Standard	Standard
LAIR CHANCE	20%	90%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	60	65
LOOT	See below	See below
EXPERIENCE	100 +4/hp	150 +5/hp

Giant honeybees live in hives. These lairs will contain non-combatant queens (10 HD but no effective attack) and 2d3 non-combatant drones (2 HD and no effective attack). Giant honeybees will flee from smoke or fire unless their lair is threatened.

Giant bee hives will always contain honey worth 10d10 gold pieces. There is a 15% chance that a hive will contain royal jelly. If it does, the royal jelly can be fashioned into 2d3 potions of extra healing by a magic-user of 7th or higher level—or a magic-user of 12th level or higher may make it into an unguent which preserves the appearance of youth. Regular application of this unguent for 1 year makes the user appear 2d3 years younger. Such an unguent is typically worth 3d6x1,000 gp to wealthy nobles.



Special Attacks

One Poison Sting. A giant bee can only sting once per encounter; it has a 25% chance of dying after stinging, otherwise the stinger will slowly regrow. The sting is poisonous; if it hits, the target must make a saving throw vs. poison or take additional points of poison damage. For worker bees the saving throw is made with no penalty and the additional damage is 2d4. For soldier bees, the saving throw is made at a -1 penalty and the additional damage is 5d4.

BEE, GIANT (BUMBLEBEE)

	BUMBLEBEE	QUEEN
FREQUENCY	Rare	Rare
NO. ENCOUNTERED	1 (1d6+6 in lair)	1
SIZE	Medium	Medium
ALIGNMENT	Neutral	Neutral
MOVE	60ft; 240ft flying	60ft; 240ft flying
ARMOUR CLASS	5 [15]	5 [15]
HIT DICE	6+4	9
MELEE ATTACKS	1 sting (1d6 + poison)	1 sting (1d6 + poison)
SENSES	Standard	Standard
LAIR CHANCE	10%	10%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	80	80
LOOT	Nil	Nil
EXPERIENCE	300 +8/hp	900 +12/hp

Giant bumblebees live in nests rather than hives. These lairs will contain combatant queens and 2d3 non-combatant drones (2 HD and no effective attack). Giant bumblebees will flee from smoke or fire unless their lair is threatened.

Giant bumblebee nests will always contain honey worth 10d10 gold pieces. There is a 15% chance that a hive will contain royal jelly. If it does, the royal jelly can be fashioned into 2d3 potions of extra healing by a magic-user of 7th or higher level—or a magic-user of 12th level or higher may make it into an unguent which preserves the appearance of youth. Regular application of this unguent for 1 year makes the user appear 2d3 years younger. Such an unguent is typically worth 3d6x1,000 gp to wealthy nobles.

Special Attacks

Bumblebee Sting. A giant bumblebee can only sting once per encounter; it has a 25% chance of dying after stinging, otherwise the stinger will slowly regrow. Queens do not die from stinging, but still lose the stinger. The sting is poisonous; if it hits, the target must make a saving throw vs. poison with a -1 penalty or take 5d4 additional points of poison damage.

BEETLES, GIANT

SMALL TO MEDIUM

	FIRE BEETLE	BOMBARDIER	WATER
FREQUENCY	Common	Common	Common
NO. ENCOUNTERED	3d4	3d4	1d12
SIZE	Small	Medium	Medium
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	120ft	90ft	30ft; 120ft swimming
ARMOUR CLASS	4 [16]	4 [16]	3 [17]
HIT DICE	1+2	2+2	4
MELEE ATTACKS	1 bite (2d4)	1 bite (2d6)	1 bite (3d6)
SENSES	Standard	Standard	See below
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A
LOOT	Nil	Nil	Nil
EXPERIENCE	30 +1/hp	65 +2/hp	75 +3/hp

Unarmed Combat. Giant beetles cannot be overborne or grappled, and do not employ these tactics.

GIANT FIRE BEETLE

With their glowing red glands, one above each eye and one on the back of the abdomen, these nocturnal beetles are much sought after by adventurers. Fire beetles can be found both above and below ground, feeding on decaying matter like all beetles.

Special Features

The glands will continue to glow for 1d6 days after removal, illuminating a 10ft radius without fail.

GIANT BOMBARDIER BEETLE

Frequently found in forested regions, this beetle primarily scavenges for food above ground. It will collect decaying matter into a large heap and there lay its eggs.

Special Attacks

Noxious Gas. When attacked it has a 50% chance to release an 8ft cube of noxious gas. The gas will cause 3d4 hp of damage and the sound of its release will *stun* (20% chance) and *deafen* (20%) all within a cloud (5ft radius beginning directly in front of the beetle). The stun effect will prevent action for 2d4 rounds and the deafness will persist for 2d6 rounds. The beetle must “recharge” for 1 round before releasing gas again, and cannot release gas more than twice in 8 hours.

GIANT WATER BEETLE

Hunting by scent and vibration, and dwelling in fresh water at least 30ft deep, the water beetle is a powerful threat to the unwary adventurer. Omnivorous and insatiable, the water beetle will consume whatever it can get its powerful mandibles around.

Special Features

Hold Breath. This creature can go for up to an hour between breaths.

Unusual Senses. Giant water beetles automatically detect invisible opponents because their primary senses are scent and vibration.

LARGE

	BORING	DEATH WATCH	RHINOCEROS	STAG
FREQUENCY	Common	Very rare	Uncommon	Common
NO. ENCOUNTERED	3d6	1	1d6	2d6
SIZE	Large	Large	Large	Large
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	60ft	120ft	60ft	60ft
ARMOUR CLASS	3 [17]	3 [17]	2 [18]	3 [17]
HIT DICE	5	9+1	12	7
MELEE ATTACKS	1 bite (5d4)	1 bite (3d4)	1 bite (2d8) and 1 horn (3d8)	1 bite (4d4) and 2 horns (1d10)
SENSES	Standard	Standard	Standard	Standard
LAIR CHANCE	40%	10%	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A
LOOT	Hoard 3, Cache 4, 5, and 6	Cache 4, 5, and 6	Nil	Nil
EXPERIENCE	110 +4/hp	1,100 +12/hp	1,300 +6/hp	225 +8/hp

GIANT BORING BEETLE

Giant boring beetles may be found in enormous dead trees, but are usually encountered in tunnel complexes where there is sufficient rotting wood and moisture to support the fungal cultures they eat. There are rumours that some have developed a "hive-mind" similar to ants and when threatened they may display surprising group intelligence in the defence of their home.

GIANT DEATH WATCH BEETLE

Giant Death Watch beetles live in temperate areas and sometimes underground. They disguise themselves by sticking rubbish, branches and detritus to their carapaces with their saliva.

Immunities and Resistances

Many-legged. This creature cannot be knocked prone, overborne, or grappled.

Special Attacks

Death Vibration. These giant beetles are feared for making terrible, deadly bass vibrations by scraping their hind legs—when a beetle does this, all within 30ft of the creature must save vs death or die. Even those who pass their save take 4d6 hp damage. After using this special attack, the Death Watch beetle must wait at least 12 turns before using it again.

GIANT RHINOCEROS BEETLE

Usually encountered in the tropics, these massive creatures (roughly 12ft long, plus another 6ft of horn) live on the fruit and vegetation they crush as they roam about.

Immunities and Resistances

Many-legged. This creature cannot be knocked prone, overborne, or grappled.

GIANT STAG BEETLE

Giant stag beetles live in woodlands near farmland, preferring for food the young shoots of cultivated grains. For this reason, they can often plague regions and even cause famine should enough of them descend upon an area. They attack with a bite and with their two horns.

Immunities and Resistances

Many-legged. This creature cannot be knocked prone, overborne, or grappled.

BEHIR

FREQUENCY	Rare
NO. ENCOUNTERED	Encountered: 1d2
SIZE	Huge
ALIGNMENT	Neutral evil
MOVE	150ft
ARMOUR CLASS	4 [16]
HIT DICE	12
MELEE ATTACKS	1 bite (2d4) or bite plus 6 claws (1d6)
SENSES	Infravision 60ft, Detect invisible 5%
LAIR CHANCE	Nil
INTELLIGENCE	Low (5-7)
MORALE	105
LOOT	See below
EXPERIENCE	2,750 +16/hp

A behir is a particularly nasty subterranean beast with a crocodile-like head on a 40ft long, snake-like body with twelve sets of legs.

Since behirs swallow prey whole, the beast's stomach will contain 10d4 gems (60% chance), 1d8 jewellery (30% chance), and a misc. magic item that can survive its digestive juices (10% chance).

Immunities and Resistances

Immunities. The behir is immune to electricity damage and poison.

Many-legged. This creature cannot be knocked prone, overborne, or grappled, and does not employ unarmed combat tactics.

Special Features

Climber. This creature can move on walls and ceilings as if they were floors, but moves at half speed when doing so.

Special Attacks

Lightning Breath. Every 10 rounds a behir can also breathe a 20ft lightning bolt that does 4d6+24 damage unless a save vs breath is made for half damage.

Swallow Whole. On a bite attack that rolls a natural 20, the behir swallows the victim. If the victim is not rescued, they will die at the end of 6 rounds spent in the creature's stomach. It is possible for the victim to cut their way out (the inside of the behir is armour class 10 [10]). For each round the victim is inside, subtract 1 from their damage that they inflict. This penalty is cumulative for each round, so after four rounds the damage inflicted is at -4.

Bite and Claw. The behir's first attack is a bite, but if it hits with this attack it can coil around the victim and bring its claws into play. On the second round after a successful bite, the behir can make an additional 6 claw attacks against the victim. The victim is held in place, but can continue to act (other than moving); the behir's attacks do not shift to automatic damage; it must still make to-hit rolls to inflict damage, although it can now make a lot more attacks.

Language

Behirs only speak the alignment tongue of neutral evil.

BIRD OF PREY

	NORMAL	GIANT
FREQUENCY	Common	Very rare
NO. ENCOUNTERED	1d20	1
SIZE	Small	Medium
ALIGNMENT	Neutral	Neutral
MOVE	30ft; 360ft flying (AA:IV)	30ft; 360ft flying (AA:IV)
ARMOUR CLASS	6 [14]	7 [13]
HIT DICE	1	4
MELEE ATTACKS	1 bite (1hp) and 2 claws (1d2)	1 bite (2d6) and 2 claws (1d6)
SENSES	Keen	Keen
LAIR CHANCE	20%	20%
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	50	65
LOOT	Nil	Nil
EXPERIENCE	15 +1/hp	105 +3/hp

NORMAL BIRDS OF PREY

Birds of prey are found across the known world in many shapes, forms and colours. They are distinguished from one another by plumage, size, beak shape, body length, wing size and talon type, as well as by dietary habits. Most are two or three feet long, weigh up to about three pounds and have a wingspan of around four or five feet.

Eagles, hawks and falcons are all examples of birds of prey. Falcons are generally the smallest of the three, tending to be around a foot in length and having a wingspan of two to three feet. Hawks are usually somewhat larger, typically being around two feet long and having a wingspan of four to five feet. Eagles can be considerably larger, sometimes exceeding even three feet in length and having a wingspan of anywhere from five to eight feet. The largest types may weigh up to twelve pounds.

Special Attacks

Diving Attack (Normal). A diving attack must be made from the air at a distance of 120ft or more. It acts as a charge, and grants a +2 "to-hit" bonus and double damage from their talons.

GIANT BIRDS OF PREY

There is a 50% chance that randomly-encountered giant birds of prey are of a highly-intelligent variety (such as Tolkien's giant eagles). These are similar enough to their animal-type relatives to share the rest of the physical statistics, but have higher intelligence, possibly their own culture, and may be related to the fey. Otherwise, the giant bird of prey is just a giant version of a normal bird of prey.

Special Attacks

Diving Attack (Giant). A diving attack must be made from the air at a distance of 60ft or more. It acts as a charge, and grants a +4 "to-hit" bonus and double damage from their talons.

Languages

Intelligent giant birds of prey are likely to understand the common tongue, and may be able to speak it.

BLINDHEIM

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Small
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	3 [17]
HIT DICE	4+2
MELEE ATTACKS	1 bite (1d8 piercing)
SENSES	Infravision 60ft
LAIR CHANCE	5%
INTELLIGENCE	Semi- (2-4)
MORALE	70
LOOT	Hoard 2
EXPERIENCE	110 +5/hp

Blindheims are yellowish, frog-like monsters found in subterranean environments. They are usually bipedal, but move on all fours in rough terrain.

Special Attacks

Blinding Light. These yellowish, frog-like bipeds can project twin beams of incredibly bright light from their eyes. Anyone who comes within 30ft of the blindheim must save vs aimed magic items or be temporarily blinded (for 1d8+12 turns). The saving throw is at -3 if the approaching character has infravision. A character who is not blinded may attack the blindheim at a penalty of -2 "to hit" (if they are avoiding looking at the creature) or as normal (if they are for some reason immune to bright light).

Unarmed Combat. Blindheims do not employ unarmed combat but can be grappled or overborne. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF -1/-1. Grappling Result Mods: ATK/DEF -2/+2.

BLINK DOG

FREQUENCY	Rare
NO. ENCOUNTERED	4d4
SIZE	Medium
ALIGNMENT	Lawful good
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	4
MELEE ATTACKS	1 bite (1d6 piercing)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	65
LOOT	Hoard 3
EXPERIENCE	175 +5/hp

Blink dogs are medium-sized dogs, dark brown with white highlights. They are intelligent, as smart as the average human. Blink dogs are so called because they can use a limited form of teleportation, called a "blink," in a somewhat random fashion and at random intervals.

Coupled with their pack hunting tactics, blink dogs are fearsome opponents. If the pack takes more than 25% losses all will simultaneously blink out and not return. There is a long-standing hatred between blink dogs and phase cats (coeurls) and the two will attack each other on sight. Blinking is a natural ability for these animals and they will never materialise in an occupied space or within a solid object.

If a blink dog lair is found there is a 60% chance of 3d4 pups. These younglings fight as 1 HD monsters and inflict 1d2 points of damage per attack, though they are far more likely to flee using their teleportation ability. A captured pup will make a loyal companion to a good aligned human, or, it can be sold for 1,500 gp (± 100–600 gp).

Special Attacks

Blink. In combat (and if needed, in other situations) blink dogs use a semi-random, short-range teleportation, called a "blink." Each round, roll to see if the blink dog uses this ability: roll 1d20, and if the result is 12 or more, the blink dog teleports to attack. A second roll of the 1d20 reveals where the dog reappears: 01–15 = behind (rear attack at +2), 16–18 = non-shielded or right flank (defender cannot use shield in this round), 19 = shielded or left flank (no benefit), 20 = front (no benefit). The blink dog blinks and attacks in the same round, gaining any bonuses based on its position relative to the target.

Unarmed Combat. Blink dogs cannot be grappled or overborne, but might overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/na. Grappling Result Mods: ATK/DEF na/na.

Language

Blink dogs communicate amongst themselves via their high-pitched barks and low growls. They do not speak or understand Common.

BOAR

	WILD BOAR	**GIANT WILD BOAR**
FREQUENCY	Common	Uncommon
NO. ENCOUNTERED	1d12	2d4
SIZE	Medium	Large
ALIGNMENT	Neutral	Neutral
MOVE	150ft	120ft
ARMOUR CLASS	7 [13]	6 [14]
HIT DICE	3+3	7
MELEE ATTACKS	1 (3d4)	1 (3d6)
SENSES	Standard	Standard
LAIR CHANCE	20%	20%
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	N/A (fights to the death)	N/A (fights to the death)
LOOT	Nil	Nil
EXPERIENCE	75+3/hp	225+8/hp

WILD BOAR

Boars are wild pigs with tusks. They are extremely aggressive and quite dangerous. The first two boars encountered will automatically be adults; each additional boar indicated has a 75% chance of being a sounder (boar piglet). Sounders will flee from attackers, and are non-combatants.

Special Features

Die Hard. Adult boars will fight for 1d4+1 rounds after reaching 0 hit points, or until -7 hit points are accumulated.

Unarmed Combat. Wild boar cannot be grappled or overborne, but might overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +0/na. Grappling Result Mods: ATK/DEF na/na.

GIANT BOAR

Ancient ancestor to the modern boar, the giant boar is even more aggressive. They have a smaller proportion of sounders in a group: additional boars after the first two (automatic adults) have only a 25% chance of being sounders (as opposed to 75% for normal boars). Also, giant boar sounders do not flee; they are treated as ordinary adult wild boars (without the die hard ability).

Special Features

Die Hard (Giant Boar). Adult giant boars will fight for 1d4 rounds after reaching 0 hit points, or until -11 hit points are accumulated.

Unarmed Combat. Wild boar cannot be grappled or overborne, but might overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +3/na. Grappling Result Mods: ATK/DEF na/na.

BOAR, WARTHOG

FREQUENCY	Common
NO. ENCOUNTERED	1d6
SIZE	Small
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	2 (2d4/2d4)
SENSES	Standard
LAIR CHANCE	20%
INTELLIGENCE	Animal (1)
MORALE	60
LOOT	Nil
EXPERIENCE	50 +2/hp

Tropical relatives of the common boar, warthogs will only attack if threatened or cornered. If more than two are indicated, they will consist of a mated pair and young. Young warthogs have 2 hit dice rather than 3, but are otherwise the same as adults.

Special Features

Die Hard. All warthogs will fight for 1–2 rounds below 0 hit points, or to -6 hp.

Unarmed Combat. Warthogs cannot be overborne or grappled, and do not employ these tactics.

BROWNIE

FREQUENCY	Rare
NO. ENCOUNTERED	4d4
SIZE	Small
ALIGNMENT	Lawful good
MOVE	120ft
ARMOUR CLASS	3 [17]
HIT DICE	1d4 hp
MELEE ATTACKS	1 (1d3)
SENSES	Standard
LAIR CHANCE	20%
INTELLIGENCE	High (13-14)
MORALE	50
LOOT	Cache 1, 2, and 3
EXPERIENCE	50 +1/hp

Found in sylvan woodland, often along with fauns, unicorns and similar creatures, brownies are shy and retiring. They can sometimes be persuaded to help good-aligned creatures. They are skilled craftsmen, adept at making and repairing ordinary things, and are highly magical.

Surprise and Initiative

Cannot be Surprised. Thanks to their excellent senses and habitual alertness, brownies cannot be surprised.

Immunities and Resistances

Improved Saving Throw. Brownies are inherently lucky and strongly defended against magic, which means they make all saving throws as follows: Aimed magic items 11, Breath weapons 13, Death/Paralysis/Poison 7, Petrifaction/Polymorph 10, Spells 12.

As Familiar. If a brownie is a familiar, it confers a +2 bonus on all saving throws to its character ally.

Special Features

Spell-like Abilities. Brownies can cast each of the following spells, without material components:

At will: Brownies may become invisible at will, provided they remain still while doing so.

1/day: *confusion*, *continual light*, *dancing lights*, *dimension door*, *mending*, *mirror image*, *protection from evil*, and *ventriloquism*.

Unarmed Combat. Brownies do not employ unarmed combat but can be grappled or overborne. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

Language

Brownies speak their own tongue, as well as elven and halfling. They also speak sylvan, the language of other fey creatures such as spites, nymphs and dryads.

BUGBEAR

FREQUENCY	Uncommon
NO. ENCOUNTERED	6d6 (9d6 in lair)
SIZE	Large (7ft)
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	5 [15]
HIT DICE	3+1
MELEE ATTACKS	1 (2d4 or by weapon)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Low to average (5-10)
MORALE	65
LOOT	Individual 1, 2, 3, 4 (each); in lair, Hoard 2
EXPERIENCE	135 +4/hp

Bugbears are related to goblins, although they are much larger and shaggier than true goblins, with large heads and a gift for stealthiness. They can live both above and below ground, and do not have penalties for fighting in sunlight.

Bugbears use a variety of weapons usually gathered from fallen opponents. These include axes, morning stars, hammers, swords, spears and missile weapons. Bugbear hunting parties (12+ creatures) always have a leader who fights as a 4 Hit Dice creature. (AC 4 [16], 22–25 hp, and do 2d8+1 damage).

Within the lair there will be a chieftain and sub-chief. The chief is also a 4 Hit Dice creature with the following stats: (AC 3 [17], 28–30 hp, 2d8+2 damage). The sub-chief has the same stats as a leader (see above).

Surprise and Initiative

Surprise. Bugbears surprise opponents on a 1–3 on 1d6.

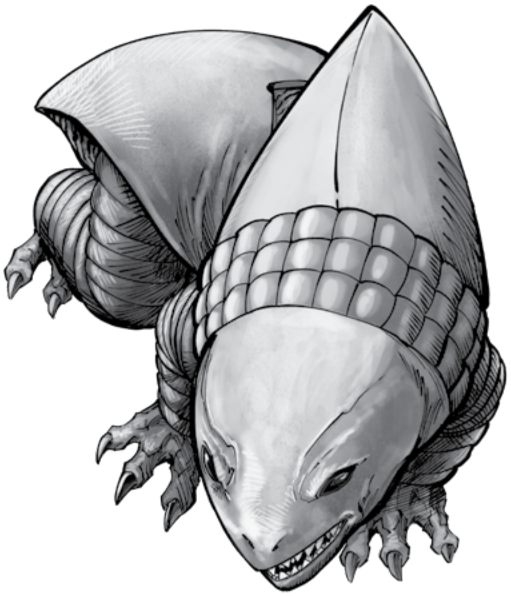
Special Attacks

Ranged Attack. Bugbears armed with ranged weapons may use them as humans do.

Unarmed Combat. Bugbears can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +6/-2. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF -2/+2.

Language

Bugbears speak hobgoblin and goblin as well as chaotic evil and their own form of speech.



BULETTE

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Large
ALIGNMENT	Neutral
MOVE	140ft; 30ft burrowing
ARMOUR CLASS	-2 [22] (see below)
HIT DICE	9
MELEE ATTACKS	3 (3d6/3d6/4d12)
SENSES	Standard
LAIR CHANCE	0%
INTELLIGENCE	Animal (1)
MORALE	N/A (fights to the death)
LOOT	Nil
EXPERIENCE	2,000 +12/hp

Bulettes are sometimes called “land sharks” because of their habit of burrowing while the crests of their backs break the surface. Like sharks, they are huge, vicious, and always hungry. They seem to be someone’s experiment gone wrong: a turtle crossed with an armadillo with just a touch of demon thrown in. Their favourite food is horse but they will eat just about anything that moves. The only kind of meat they don’t seem to like is dwarf or elf. They have been known to dig halflings right out of their holes.

Being fearless, a bulette will attack anything that moves on sight. They have been known to attack an armed party to get at the horses. When they attack, they use their vicious bite and their two front claws.

Their plates are highly prized by armourers. They can be fashioned into +1 or +2 shields.

Special Features

Sectioned Armour Class. Bulettes are well armoured AC -2 [22], but they have a vulnerable spot. When fighting, the bulette raises one of its back plates as a warning crest (part of the reason it is often described as a "land shark". The area underneath the crest is unprotected, AC 6 [14]. However, an attacker must be behind the bulette in order to attack the unarmoured spot.

Special Attacks

8ft jump. When cornered or seriously wounded, a bulette will attempt to leap 8ft vertically and land directly on top of their victim, clawing with all four feet.

Unarmed Combat. Bulettes cannot be overborne or grappled, and do not employ these tactics.

C

CAMEL

FREQUENCY	Common
NO. ENCOUNTERED	1d12
SIZE	Large
ALIGNMENT	Neutral
MOVE	210ft dromedary / 180ft bactrian
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	1 (1d4)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Animal (1)
MORALE	60
LOOT	Nil
EXPERIENCE	50 +2/hp

An ornery beast of burden, the camel comes in two types, both of which have the same stats in game terms. The dromedary has only one hump and prefers warm climates. The bactrian camel has two humps, is adaptable to a wider range of temperatures and environments, and moves 30ft more slowly.

Regardless of the type, all camels can be domesticated, can carry immense loads (up to 6,000 gp). Between 4 and 6 thousand gp, speed is reduced to half.

Special Attacks

Spit. Their usual attack is a bite, but they may also spit. Spitting requires no to-hit roll, and has a 25% chance to blind the opponent for 1d3 rounds (no saving throw).

CARBUNCLE

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Small
ALIGNMENT	Chaotic neutral
MOVE	30ft
ARMOUR CLASS	2 [18]
HIT DICE	1
MELEE ATTACKS	None
SENSES	Standard
LAIR CHANCE	10%
INTELLIGENCE	Average (8-10)
MORALE	50
LOOT	See below
EXPERIENCE	5 +1/hp

Carbuncles are adorable minor agents of Chaos. They seem to be curious little animals like armadillos, and they feed on leaves and small insects. Set in the carbuncle's head above its eyes is a large ruby (randomly-determined value of at least 500 gp). If the beast dies, any ruby attached to it shatters and cannot be reconstituted—but it can voluntarily give up its gem, in which case the gem will re-grow over a period of several months (re-roll the gem's value each time it re-grows). The carbuncle will not normally give up its gem unless charmed or otherwise enchanted.

Language

Carbuncles are empathic and communicate via a minor form of telepathy. They will approach and seek to join a party of humans or demi-humans and then try to spread discord by means of lies, bearing false witness, or betraying the party's presence to nearby monsters.

CARCASS CREEPER

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d6
SIZE	Large
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	3 [17] or 7 [13] (see below)
HIT DICE	3+1
MELEE ATTACKS	8 (paralysis)
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Non- (0)
MORALE	N/A (fights to the death)
LOOT	Hoard 2
EXPERIENCE	105 +3/hp

A fearsome creature that roams around in caves and dungeons, the carcass creeper has a body resembling a caterpillar, with an armoured head that sprouts 8 tentacles. It requires a steady supply of fresh corpses in which to lay its eggs.

The armoured head belies a tender, vulnerable body so the creeper will rely on its speed and many paralysing tentacles to protect itself as it secures prey. Each of the tentacles has a 2ft reach, although larger specimens are not unknown.

If a carcass creeper has paralysed all nearby enemies, it will begin biting them, inflicting 1d2 hit points of damage per round (the carcass creeper's mouth is not usable for a bite in actual melee combat).

Special Features

Sectioned Armour Class. The carcass creeper has a well-armoured head, which is AC 3 [17]. Attacks from the sides or rear may reach the softer, less-protected portion of the beast, which is only AC 7 [13].

Special Attacks

Paralysing Tentacles. Anyone hit by a tentacle must make a saving throw vs. paralysis or be paralysed for 3d4 turns.

Unarmed Combat. Carcass creepers cannot be overborne or grappled, and do not employ these tactics.

CARYATID COLUMN

FREQUENCY	Very rare
NO. ENCOUNTERED	1d12
SIZE	Medium
ALIGNMENT	Neutral
MOVE	60ft
ARMOUR CLASS	5 [15]
HIT DICE	5
MELEE ATTACKS	1 (2d4)
SENSES	Special
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A (fights to the death)
LOOT	Nil
EXPERIENCE	110 +3/hp

Caryatid columns share many similarities to stone golems, being created in much the same way. These constructs resemble intricately-carved columns in the shape of a person, usually in pairs. The most common type is maidens, however they can resemble practically anyone. In their dormant state they are almost indistinguishable from a normal statue. The only indication of their true nature is a faint outline of sword held in one hand. They are created as guardians and will animate only when triggered by a certain event. Their trigger must be something simple like someone entering a room, lifting a chest, or opening a door. Once animated they will do their utmost to prevent the trigger from continuing. When their task is complete they will return to their previous place and form.

The caryatid column's main purpose is not combat, but if pressed they will use their swords and attack.

Immunities and Resistances

Saving Throw Bonus. Caryatid columns make all saving throws with a +4 bonus.

Immunities. Caryatid columns are immune to blindness (and invisibility), psychic damage, charm, domination, sleep, gases, poison, and disease.

Resistances. Normal weapons do half damage and magical weapons score full damage, but without their additional magical effects.

Special Features

Any weapon, including magic weapons, that hits a caryatid column has a 25% chance of breaking. For each plus that the weapon has reduces the chance of breaking by 5%; consider any magical weapons without any pluses as a +1.

Unarmed Combat. Caryatid Columns cannot be overborne or grappled, and do not employ these tactics.

CAT

	DOMESTIC	**WILD**
FREQUENCY	Common	Uncommon
NO. ENCOUNTERED	1 or 2d6	1 or 1d4+1
SIZE	Small	Small
ALIGNMENT	Neutral	Neutral
MOVE	50ft	180ft
ARMOUR CLASS	6 [14]	5 [15]
HIT DICE	1d2 hp	1d6 hp
MELEE ATTACKS	1 (1d2-1)	3 (1/1/1d2)
SENSES	Keen	Keen
LAIR CHANCE	75%	5%
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	50	50
LOOT	Nil	Nil
EXPERIENCE	3 +1/hp	10 +1/hp

Agile and proud, cats are found everywhere. Because of their size, domestic cats have very ineffective attacks. When a black cat is found as a magic-user's familiar, the cat confers excellent hearing and night vision on its master or mistress.

See also, Lynx, Giant.

Surprise and Initiative

Surprise. Cats are only surprised on a 1 (of a d6), and they surprise opponents on a 1–3 (of a d6).

Special Attacks

Rear Claws. A cat exceeding its needed “to hit” score by 4 or more can rake with its rear claws as well as its front, so roll the listed damage twice.

Unarmed Combat. Cats cannot be overborne or grappled, and do not employ these tactics.

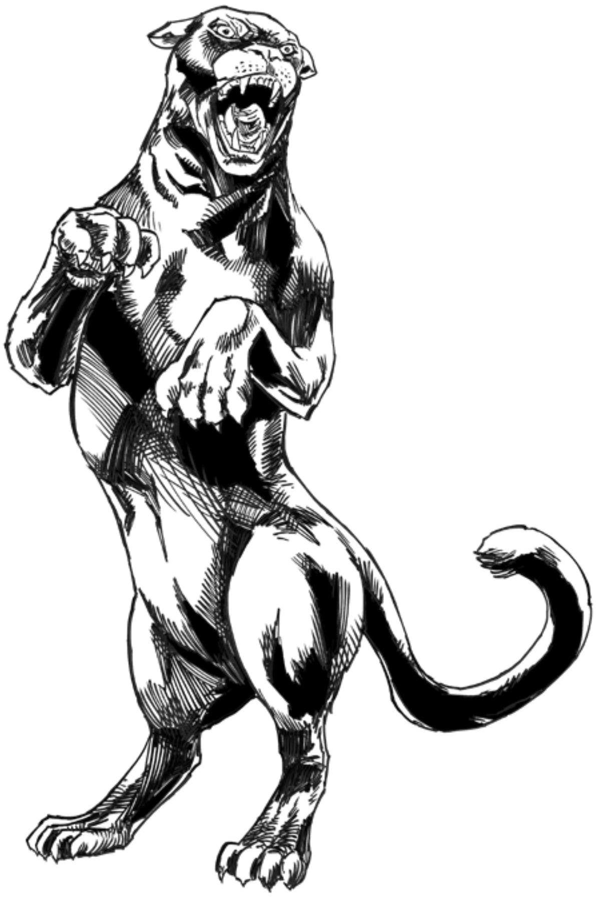
CATERWAUL

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	180ft or 240ft
ARMOUR CLASS	6 [14] (see below)
HIT DICE	4+2
MELEE ATTACKS	2 claws (1d4) and 1 bite (1d6)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low (5-7)
MORALE	70
LOOT	Individual 5, Cache 4, 5 and 7
EXPERIENCE	400 +5/hp

A caterwaul is a bipedal feline predator that stalks darkened caves waiting for prey to walk past. These unusual creatures resemble black panthers walking upright. On their hind legs they move at 180ft, but they can drop to all fours and sprint very fast (240ft) for short distances.

What makes these creatures unique is their unusually high dexterity. This will vary from individual to individual. Roll d100 and check the chart below.

D100	AC BONUS	ATTACKS/ROUND
01–30	0 [0]	1/1
31–60	-1 [+1]	3/2
61–90	-2 [+2]	3/2
91–93	-3 [+3]	2/1
94–97	-4 [+4]	2/1
98	-5 [+5]	2/1
99	-6 [+6]	5/2
00	-7 [+7]	5/2



The attacks per round works much the same way as for fighters, referring to a full attack routine (claw, claw, bite) rather than individual attacks.

Surprise and Initiative

Caterwauls can only be surprised (for one segment) on a roll of 1 on a d10.

Special Features

Thief-Type Abilities. Climb 95%, Move quietly 75%, Hide 75%.

Special Attacks

Screech. When a caterwaul attacks for the first time in a combat, it lets out a distinctive screech, which inflicts 1d8 hit points of damage to all within 60ft. This may also summon wandering monsters.

Unarmed Combat. Caterwauls do not employ unarmed combat but can be grappled. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF na/na. Grappling Result Mods: ATK/DEF +0/+0.

CATTLE

	BISON (BUFFALO)	BULL	CATTLE
FREQUENCY	Uncommon	Common	Common
NO. ENCOUNTERED	4d6	1, plus 50% chance of 3d6 cattle	20d10
SIZE	Large	Large	Large
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	150ft	150ft	150ft
ARMOUR CLASS	3 [17] or 7 [13]	7 [13]	7 [13]
HIT DICE	5	4	3
MELEE ATTACKS	2 horns (1d8 piercing)	2 horns (1d6 piercing)	1 head butt (1d6 blunt)
SENSES	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)	Animal (1)
MORALE	70	65	60
LOOT	Nil	Nil	Nil
EXPERIENCE	110 +4/hp	75 +3/hp	50 +2/hp

Unarmed Combat. Cattle cannot be overborne or grappled, and do not employ these tactics (they are folded into their trample or charge attacks).

BUFFALO

Native to tropical and subtropical plains, the buffalo will usually attack if approached within 60ft. Any attack by one may result in the whole herd charging.

50% of all buffalo species are non-aggressive and will flee from threats unless cornered.

Special Features

Sectioned Armour Class. A bison's head is AC 3 [17]. Only those to the side or rear can attack the body's AC 7 [13].

Special Attacks

When charging, the buffalo will do 3d6 impact damage plus 1d4 trampling damage. The charge must cover a minimum of 40ft.

BULL

This is an encounter with a wild bull, massive in size and very aggressive. If someone moves to within 80ft, it is likely to charge (75%), even without apparent provocation.

Special Attacks

The charge, if either horn hits, inflicts 4d4 points of blunt damage upon impact, in addition to any damage from the horns. Any creature smaller than huge is knocked prone. The charge must traverse a minimum of 30ft in order to be effective.

CATTLE

These are smaller bulls and cows, either encountered without a lead bull or as part of a lead bull's herd. If there is any interaction with the herd, it has a 25% chance of stampeding, and a stampede has a 25% chance to head toward the characters, becoming a special attack.

Special Attacks

Stampedes will cause characters to be trampled by 2d4 animals, and take 1d4 damage per animal.

CENTAUR

FREQUENCY	Rare
NO. ENCOUNTERED	4d6
SIZE	Large
ALIGNMENT	Neutral good or Chaotic good
MOVE	180ft
ARMOUR CLASS	5 [15] or 4 [16]
HIT DICE	4
MELEE ATTACKS	2 hooves (1d6) and weapon
SENSES	Standard
LAIR CHANCE	5%
INTELLIGENCE	Average (8-10)
MORALE	65
LOOT	Individual 4 and Cache 3 each; Hoard 4, 9, and Cache 6 in lair
EXPERIENCE	75 +3/hp

Centaurs have the body of a horse, but have the upper torso, arms and head of a human in place of the horse's neck and head. Antipathetic toward humans, yet friendly toward elves and their kin, centaurs prefer unfrequented glades, pastures and woodlands. A centaur band is armed with: 50% hardwood clubs (2d4 damage), 25% composite and/or longbows with the remaining centaurs armed with lance and shield (thus, AC 4 [16])—this last group being the leaders. All centaurs are capable of attacking with melee weapons and two hoof attacks each melee round.

If upon rare occasion encountered in their lair, there will be an additional 3d6 (total 7d6 encountered) fighting centaurs, with 5d6 young. Non-fighting (young) centaurs possess only 1d3 hit points.

Special Attacks

Ranged Attack. Centaurs may use ranged weapons as humans can.

Unarmed Combat. Centaurs cannot be overborne or grappled, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +5/na. Grappling Result Mods: ATK/DEF na/na.

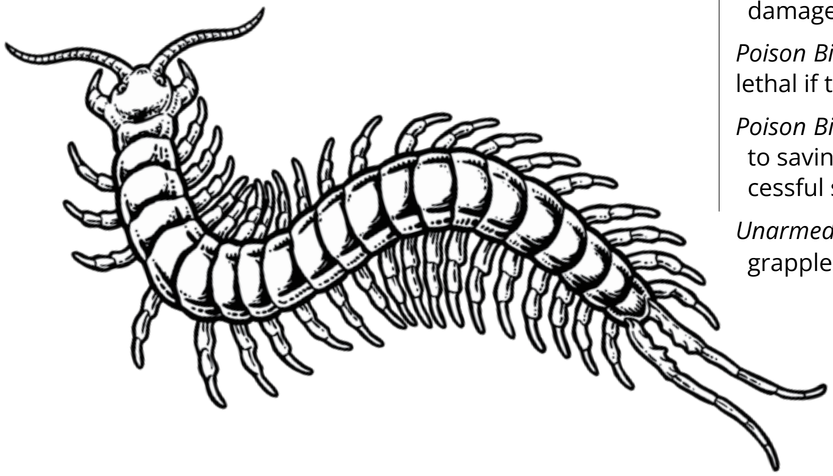
CENTIPEDE, GIANT

	BIG	**BIGGER**	**BIGGEST**
FREQUENCY	Uncommon	Common	Very rare
NO. ENCOUNTERED	5d6	2d12	1d4
SIZE	Small	Small	Medium
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	210ft	150ft	180ft
ARMOUR CLASS	9 [11]	9 [11]	5 [15]
HIT DICE	1 hp	1 to 2 hp	3
MELEE ATTACKS	1 bite (poison only)	1 bite (poison only)	1 bite (1d3 piercing + poison)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A
LOOT	Nil	Nil	Nil
EXPERIENCE	31 +1/hp	30 +1/hp	125 +3/hp

Giant centipedes can be encountered in three sizes.

Immunities and Resistances

Many-legged. This creature cannot be knocked prone, overborne, or grappled.



Special Features

Climber. This creature can move on walls and ceilings as if they were floors.

Special Attacks

Poison Bite (Big). Weak venom (save at +4) that only does 4d4 damage if the saving throw fails.

Poison Bite (Bigger). Weak venom (save at +4), but the venom is lethal if the saving throw fails.

Poison Bite (Biggest). Relatively powerful venom (no adjustment to saving throw). Death is the result of a failed save, but a successful save still results in 1d8 acid damage.

Unarmed Combat. Giant centipedes cannot be overborne or grappled, and do not employ these tactics.

CHIMERA

	CHIMERA	GORGIMERA
FREQUENCY	Rare	Very rare
NO. ENCOUNTERED	1d4	1
SIZE	Large	Large
ALIGNMENT	Chaotic evil	Chaotic evil
MOVE	90ft; 180ft flying (AA:II)	120ft; 150ft flying (AA:II)
ARMOUR CLASS	4 [16]	3 [17]
HIT DICE	9	10+1
MELEE ATTACKS	2 lion claws (1d4), 2 goat horns (1d3), 1 lion bite (2d6), 1 dragon bite (3d4)	2 lion claws (1d4), 1 gorgon-gore (2d4), 1 lion bite (2d6), 1 dragon bite (3d4)
SENSES	Infravision 60ft	Infravision 60ft
LAIR CHANCE	40%	30%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	90	95
LOOT	Hoard 6	Hoard 6
EXPERIENCE	1,300 +12/hp	2,250 +14/hp

CHIMERA

A chimera has the hind quarters of a goat, the forequarters of a lion, the wings of a dragon and 3 heads, one each of the aforementioned creatures. The creature may make up to 6 natural attacks per round, two with clawed lion paws, one with each of the goat head's 2 horns, the mighty bite of the lion's maw and another powerful bite by the dragon.

Special Attacks

Breath Weapon. The chimera's dragon head is capable of breathing fire to a 60ft distance, inflicting 3d8 points of damage. Normal saving throws vs breath weapon apply (save for half damage).

GORGIMERA

The gorgimera looks much like a chimera, but it has gorgon's head rather than a goat's head beside the lion and dragon heads.

Special Attacks

Breath Weapons. The gorgon head breathes a cloud of petrifying gas in a cone 30ft long and 10ft radius at the base (save or be turned to stone). The dragon head is capable of breathing fire to a 60ft distance, inflicting 3d8 points of damage (save for half damage).

Unarmed Combat. Chimeras and gorgimeras cannot be overborne or grappled, and do not employ these tactics.

Language

Chimeric is an imperfect form of the red dragon tongue, and is spoken by both chimeras and gorgimeras. It is also often used as a code by those familiar with the language.

COCKATRICE

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d6
SIZE	Small
ALIGNMENT	Neutral
MOVE	60ft; 180ft flying (AA:IV)
ARMOUR CLASS	6 [14]
HIT DICE	5 [15]
MELEE ATTACKS	1 bite (1d3 + petrifaction)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Animal (1)
MORALE	70
LOOT	Hoard 4
EXPERIENCE	170 +4/hp

These creatures have the head, legs and wings of a rooster, while the body is that of a serpent. Its wings are functional and allow it to fly. The creature is believed to be from a rooster's egg hatched by a serpent.

Although the beast is capable of inflicting light wounds with its beak, the mere touch of the cockatrice is capable of turning any creature to stone.

Special Attacks

Petrifaction. If the cockatrice hits with beak or claws, the touched creature must roll a successful saving throw vs petrifaction or be instantly turned to stone. The power of this touch is capable of affecting astral and ethereal beings.

Unarmed Combat. Cockatrices cannot be overborne or grappled, and do not employ these tactics.

COFFER CORPSE

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	60ft
ARMOUR CLASS	8 [12]
HIT DICE	2
MELEE ATTACKS	1 claw (1d6 + strangle) or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	80%
INTELLIGENCE	Low (5-7)
MORALE	N/A (fights to the death)
LOOT	Hoard 2
EXPERIENCE	30 +2/hp

A coffer corpse resembles a zombie, seeming nothing more than a rotting, fetid corpse. They are the bodies of the dead who are left behind, never given a proper burial, their souls never finding rest.

Immunities and Resistances

Turned as Undead. Coffer corpses are turned as type 7 Undead.

Immune to Mundane Weapons. The coffer corpse is immune to piercing, blunt, and slashing damage, unless the weapon causing that damage is magical.

Immunities. This creature is immune to mind control (including *charm*) and *hold* spells, sleep, gases, poison, disease, cold damage, temporary damage, and subdual damage.

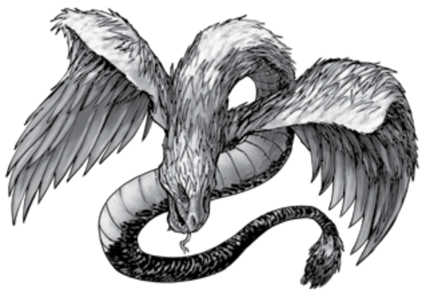
Special Features

If a coffer corpse is hit for 6 or more points in a single round of combat by a normal weapon (to which they are immune) they will fall down, only to rise up the next round. All who witness this horror must save vs fear. Those who fail the saving throw will panic and run away for 2 rounds, with a 60% chance (reduced by 5% per level) to drop all items they are holding.

Special Attacks

Strangle. A coffer corpse has a 75% chance to attack with its bare hands to strangle rather than attacking with a weapon. If they hit, they have grabbed their target by the throat, causing 1d6 damage. Each successive round thereafter they cause an additional 1d6 damage as they are strangling their victim, with no additional roll needed. They will continue choking until they are destroyed or their victim is dead.

Unarmed Combat. Coffer corpses cannot be overborne or grappled (it is theoretically possible, but they are immune to temporary damage), and do not employ these tactics.



COUATL

FREQUENCY	Very Rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Lawful good
MOVE	60ft; 180ft flying (AA:VI)
ARMOUR CLASS	5 [15]
HIT DICE	9
MELEE ATTACKS	1 bite (1d3+ poison) and 1 constrict (2d4)
SENSES	Infravision 60ft, Detect invisible 15%
LAIR CHANCE	10%
INTELLIGENCE	Genius (17-18)
MORALE	90
LOOT	Hoard 2 and 9
EXPERIENCE	2,000 +12/hp

Couatl are a species of brightly feathered serpents with wings. They are extremely intelligent spellcasters. Couatl are rarely encountered, usually in remote tropical environments. They are often treated as gods by lesser beings nearby.

Special Features

Spellcasting. Roll 1d100 to determine the couatl's spell-casting type. 01-45: 5th level magic-user, 46-80: 7th level cleric, 81-00: 5th level magic-user *and* 7th level cleric.

Ethereality. Couatl can shift into the ethereal plane once per day. In this form they become invisible even while attacking, and can only be damaged by magic weapons (and spells). However, they cannot make physical attacks while in ethereal form. This is usually used to escape through walls rather than as a combat tactic.

Special Attacks

Poison Bite. If the couatl's bite hits, the victim must save vs poison or die.

Constrict. A couatl can also constrict with its body. A successful attack means the couatl has grabbed its victim, causing 2d4 damage, with an additional 2d4 damage each round until one or the other is dead.

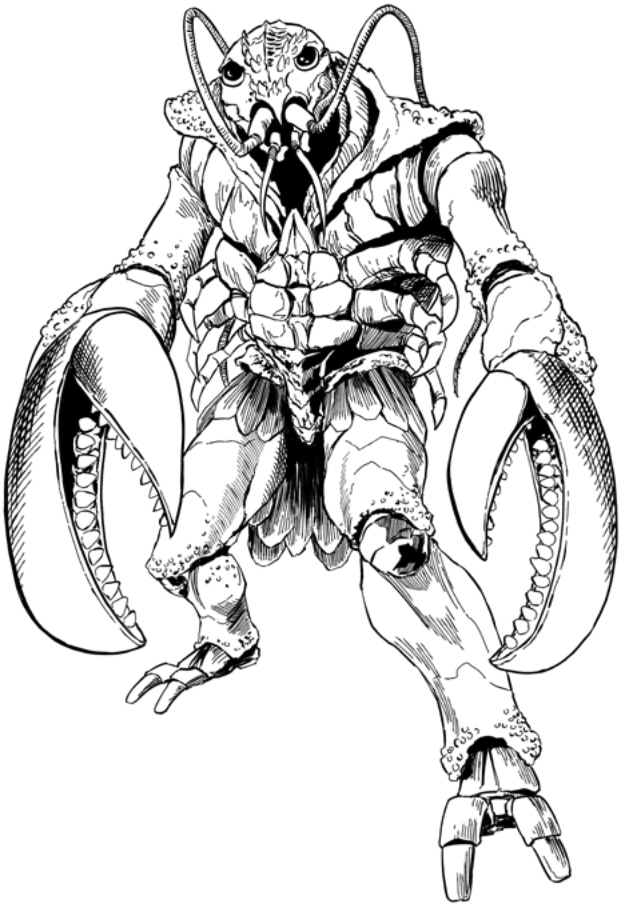
Unarmed Combat. Couatls cannot be overborne or grappled, and do not employ these tactics.

CRABMAN

FREQUENCY	Rare
NO. ENCOUNTERED	2d6
SIZE	Large (9ft)
ALIGNMENT	Neutral
MOVE	90ft; 60ft swimming
ARMOUR CLASS	4 [16]
HIT DICE	3
MELEE ATTACKS	2 pincers (1d4)
SENSES	Standard
LAIR CHANCE	20%
INTELLIGENCE	Low to average (5-10)
MORALE	60
LOOT	Individual 2
EXPERIENCE	40 +2/hp

Crabmen are amphibious humanoids. Each has a tough reddish-brown exoskeleton and pincers in place of hands. They have smaller, rudimentary "arms" that can work together to manipulate very light tools.

Crabmen lair in caves along the seashore and are generally peaceful creatures, though they are often forced to defend themselves from raids by sahuagin and other marine predators. These creatures prize silver very highly and will attack, on sight, anyone openly carrying silver objects or items which appear to be made of silver. Another oddity of the species is that they occasionally undergo some sort of group frenzy, forming a band of 1d10+30 individuals to march inland, raiding any settlements they find.



Unarmed Combat. Crabmen can be overborne or grappled, and they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-10. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF na/-2.

Language

Crabmen speak their own language, which appears to be an ancient offshoot of the Neutral alignment tongue.

CROCODILE

	NORMAL	**GIANT**
FREQUENCY	Common	Rare
SIZE	Large	Large
ALIGNMENT	Neutral	Neutral
NO. ENCOUNTERED	3d8	1 to 2d6
MOVE	60ft; 120ft swimming	60ft; 120ft swimming
ARMOUR CLASS	4 [16]	3 [17]
HIT DICE	3	7
MELEE ATTACKS	1 bite (2d4 piercing) and 1 tail (1d12 blunt)	1 bite (3d6 piercing) and 1 tail (2d10 blunt)
SENSES	Standard	Standard
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	60	80
LOOT	Nil	Nil
EXPERIENCE	50 +2/hp	225 +8/hp

Crocodiles may be found in shallow fresh or salt water. They lie in ambush along river banks, leaping up from concealment to eat just about anything that comes in reach. Cold is their enemy, cutting their movement speed in half.

Giant Crocodiles are normally restricted to prehistoric or salt water environments.

Surprise and Initiative

Surprise. Crocodiles of both varieties surprise opponents on a roll of 1–3 on a d6.

Unarmed Combat. Crocodiles of either type cannot be overborne or grappled, and do not employ these tactics.

CRUSTACEAN, GIANT

	GIANT CRAB	GIANT CRAYFISH
FREQUENCY	Common	Rare
SIZE	Large	Large
ALIGNMENT	Neutral	Neutral
NO. ENCOUNTERED	3d8	1 or 2d6 (in lair)
MOVE	90ft	60ft; 120ft swimming
ARMOUR CLASS	3 [17]	4 [16]
HIT DICE	3	4+4
MELEE ATTACKS	2 pincers (2d4 slashing)	2 pincers (2d6 slashing)
SENSES	Standard	Standard
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)
MORALE	N/A	N/A
LOOT	Nil	Nil
EXPERIENCE	75 +3/hp	110 +4/hp

Unarmed Combat. Giant crustaceans cannot be overborne or grappled, and do not employ these tactics.

GIANT CRAB

These creatures are only found near water (fresh or salt). They will typically rush their prey from a place of concealment, having "scouted" the area with their eyes (which are on stalks).

Surprise and Initiative

Giant crabs achieve surprise on 1–4 of 1d6.

Immunities and Resistances

Many-legged. This creature cannot be knocked prone.

GIANT CRAYFISH

Giant crayfish are only encountered near fresh water. They will typically rush their prey from a place of concealment, but they do not have the advantage of the giant crab's eyestalks.

Surprise and Initiative

Giant crayfish achieve surprise on 1–3 of 1d6.

Immunities and Resistances

Many-legged. This creature cannot be knocked prone.

CRYPT THING

FREQUENCY	Very Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	3 [17]
HIT DICE	6
MELEE ATTACKS	1 clawed hand (1d8 slashing)
SENSES	Infravision 60ft
LAIR CHANCE	100%
INTELLIGENCE	Very
MORALE	75
LOOT	Cache 12
EXPERIENCE	160 +4/hp

A crypt thing appears as a cloaked skeleton, but contrary to appearances, is not undead and cannot be turned. They reside in their lairs and never venture forth. A crypt thing will never attack first, they will always let the party attack before they do. If they are not molested they will leave the adventurers alone. If they are attacked then they will respond by activating their teleport ability.

A crypt thing can also defend itself with its clawlike hands.

Immunities and Resistances

Cannot be Turned (Not Undead). Despite appearances, crypt things are not undead and thus cannot be turned.

Immune to Mundane Weapons. The crypt thing is immune to piercing, blunt, and slashing damage, unless the weapon causing that damage is magical.

Special Features

Teleport Enemies. Anyone attempting to attack a crypt thing must (for the first attack only) make a saving throw vs spells or instantly be teleported in a random direction. Each individual who fails must roll d100. Those who roll 01–20 are teleported from 100 to 1,000ft north. Those who roll 21–40 are teleported 100–1,000ft south. Those who roll 41–60 are teleported 100–1,000ft east. Those who roll 61–80 are teleported 100–1,000ft west. Those who roll 81–90 are teleported one dungeon level up. Those who roll 91–00 are teleported one dungeon level down.

Those who make the saving throw can continue with their attack.

This is an advanced form of teleportation. Individuals will arrive safely, not in solid areas like floors or walls.

Unarmed Combat. Crypt things can be overborne or grappled, although they do not use these tactics themselves. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF na/-1. Grappling Result Mods: ATK/DEF na/+0.

Language

Crypt things speak common. If questioned about the disappearance of any comrades, they will say they were disintegrated.

CYCLOPS

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Large (20ft)
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	2 [18]
HIT DICE	13
MELEE ATTACKS	1 club (6d6)
SENSES	Infravision 60ft, Detect invisible 10%
LAIR CHANCE	80%
INTELLIGENCE	Low (5-7)
MORALE	110
LOOT	Hoard 5, Cache 5
EXPERIENCE	3,300 +17/hp

Cyclopes are extremely tall, ugly humanoids, each with a single eye centred under its slightly drooping brow. These oafish, antisocial creatures prefer to inhabit lonesome environs, such as out–of–the–way, otherwise deserted islands.

In addition to their single club attack, cyclopes may attack by hurling large boulders up to a distance of 60ft.

Special Attacks

Ranged Attack. A cyclops can throw rocks like other giants, for 4d10 blunt damage, with a range increment of 20ft (-2 at 40ft, -4 at 60ft).

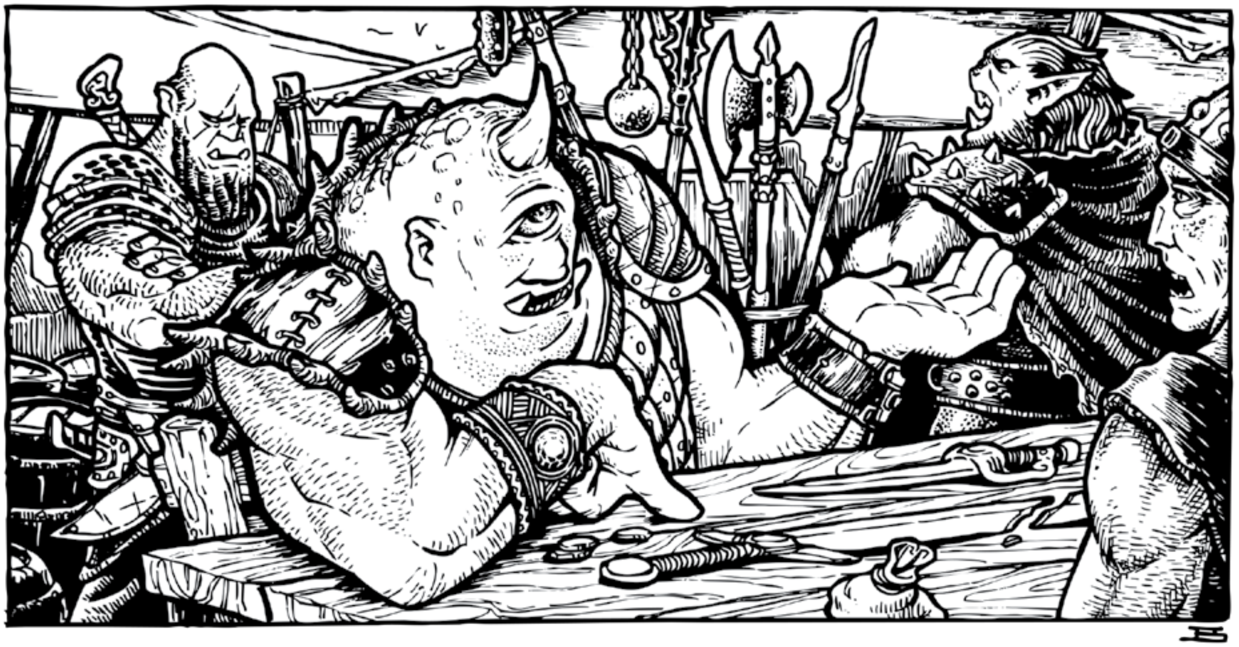
Unarmed Combat. A cyclops can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF -2/+2.

D

DAKON

FREQUENCY	Uncommon
NO. ENCOUNTERED	6d10
SIZE	Medium
ALIGNMENT	Lawful neutral
MOVE	60ft
ARMOUR CLASS	5 [15]
HIT DICE	1+1
MELEE ATTACKS	2 claws (1d10 slashing)
SENSES	Standard
LAIR CHANCE	50%
INTELLIGENCE	Average (8-10)
MORALE	55
LOOT	Hoard 5
EXPERIENCE	25 +2/hp

Dakons are intelligent apes resembling gorillas. They are peaceful, fighting only in defence or to regain treasure stolen from them. These apes are likely to be settle anywhere, but avoid large expanses of water. They are on good terms with lawful humans and demi-humans and are able to speak the common tongue, but they have a deep mistrust of humanoids and shun them.



Special Attacks

To-Hit Bonus: Dakons attack with a +2 to-hit bonus due to their incredible strength and the knife-edged sharpness of their claws.

Unarmed Combat. Dakons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

Language

Dakons speak the common tongue.

DARK CREEPER

FREQUENCY	Rare
NO. ENCOUNTERED	1 (or 20d4)
SIZE	Small (4ft)
ALIGNMENT	Chaotic neutral
MOVE	90ft
ARMOUR CLASS	0 [20] (or 8 [12]; see below
HIT DICE	1+1
MELEE ATTACKS	1 dagger (1d4)
SENSES	Infravision 120ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	55
LOOT	See below
EXPERIENCE	50 +2/hp

Dark creepers are short, spindly humanoids with pale skin who like to wrap themselves in loose, dark clothing, leaving little exposed save their eyes and hands. These beings are in some way a manifestation of the eldritch powers of darkness, although they are not individually powerful. Dark creepers detest sunlight and avoid any light as best they can, dwelling alone in dungeons or profane villages even deeper underground. These villages are always governed by a dark stalker.

Solitary dark creepers tend to carry their treasure with them, concealed within the many loose folds of their dark clothing. There is a 20% chance a dark creeper will carry a magic dagger, 15% chance of a magic ring, and 10% chance of either 1d4 gems of random value or 1d3 items of random jewellery. Lair treasure probabilities for a lone dark creeper are 50% for a magic dagger, 10% for a magic ring, 30% for gems or jewellery. To generate treasure for a dark creeper village, multiply individual treasure chances by the number of creepers, adding 5d20 pp and 5d12 gp.

Special Features

Thief Abilities. Dark creepers have all the skills of a 4th level thief.

Spell-Like Abilities.

3/day: *Detect magic* and *create darkness.*

In both cases, duration is 1 hour, and the effect is in a 50ft radius around the target point. Any magical sources of light have a 20% chance to avoid the effects of darkness upon that item only. If an item is affected, it will resume normal function after 1 hour.

Death Fire. When a creeper dies, its body magically immolates in a fiercely hot blaze of disgusting purple and green flames. Metal items, including magical items of metal, carried as part of the creeper's treasure hoard have an 80% of surviving this magical fire undamaged. Any magic item damaged by the creeper's death fire will lose its enchantment.

Deadly in Darkness: In darkness, the dark creeper's armour class is 0 [20]. In light, the armour class is 8 [12].

Special Attacks

Ranged Attack. Dark creepers can attack with ranged weapons as humans can.

Unarmed Combat. Dark creepers do not make grappling or overbearing attacks, but can be attacked in this way. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

DARK STALKER

FREQUENCY	Very Rare
NO. ENCOUNTERED	1 (see below)
SIZE	Medium
ALIGNMENT	Chaotic neutral
MOVE	90ft
ARMOUR CLASS	0 [20] (or 8 [12]; see below
HIT DICE	2+1
MELEE ATTACKS	1 short sword (1d6)
SENSES	Infravision 120ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	60
LOOT	See below
EXPERIENCE	200 +3/hp

Dark stalkers are the leaders of the dark creepers, though it is not known whether they are dark creepers altered through some means either genetic or magical, or if they are a breed apart. What is known for certain is the dark stalker is much taller than its dark creeper followers and one will be found as the leader of any dark creeper village. In an area settled by at least 25 solitary dark creepers there is a 90% chance there will be a dark stalker in the area, increased by 2% for every 5 additional creepers. A dark stalker is rarely encountered away from their clan, but if such an encounter occurs the stalker is probably on some mysterious personal mission and will not engage in combat unless forced to do so.

Dark stalkers carry their treasure in their robes like dark creepers: 30% chance of magic short sword, 10% of magical rings (worn if possible), 10% chance of either 2d4 gems or 1d2 items of jewellery to be determined randomly by GM.

Special Features

Thief Abilities. Dark stalkers have all the skills of a 4th level thief.

Spell-Like Abilities.

3/day: *Detect magic* and *create darkness.*

In both cases, duration is 1 hour, and the effect is in a 50ft radius around the target point. Any magical sources of light have a 20% chance to avoid the effects of darkness upon that item only. If an item is affected, it will resume normal function after 1 hour.

2/day: *wall of fog*

Death Fire. When a dark stalker dies, it explodes in a sickly blue 3d8 *fireball* blast with a radius of 10ft. Magic items carried by the stalker have a 75% chance of surviving the blast in usable condition.

Deadly in Darkness: In darkness, the dark stalker's armour class is 0 [20]. In light, the armour class is 8 [12].

Special Attacks

Ranged Attack. Dark stalkers can attack with ranged weapons as humans can.

Unarmed Combat. Dark stalkers can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

DEMONS

Demonologists have identified several classes of demon. Each class of demon possesses a variety of powerful, supernatural abilities. Those abilities common to all demons are noted below. For further information on both the classified and unclassified demons, see the individual demon listings. Note that most demons do not actually fall into the six listed categories.

Many demons possess the following magical abilities: *infravision* (as the 3rd level magic-user spell), *teleport* (with no chance of error) (as the 5th level magic-user spell), *darkness* and *gate* (as the 9th level magic-user spell). See individual listings for details.

Demons can freely travel between their own home planes and Tartarus, Pandemonium and Hades. They may also travel the Astral Plane at will. However, they are only able to enter the Prime Material Plane if summoned with a spell (*conjuration*, *gate*, *wish*, etc.) or certain magical items.

Demons are all extremely and decidedly chaotic evil (see "Alignment"). Demonic society is highly competitive and always favours the strong over the weak.

In combat, demons are fearless and the less intelligent among them will attack mindlessly until slain.

They are immune to subdual attacks and may simultaneously attack as many opponents as their abilities allow.

Being supremely chaotic, demons will never willingly serve another. If compelled into service through magical or other means, they will always seek a way to either kill or enslave their master, or at the very least, subvert the terms of their summoning. While demons may be summoned by higher-level PCs, they will prove highly difficult to control. Thaumaturgic circles are proof against demons, but require increasingly complex preparation and materials for the more powerful sorts. Often summoning will entail either a threat of punishment or a reward. These should be considered carefully by the GM during play and should always carry an element of risk for the summoner.

Demons are repulsed by good artifacts or other powerful holy items.

On the Prime Material Plane, demons may be turned by clerics of levels 8+ and paladins of levels 11+.

Summary of Resistances:

ATTACK FORM	DAMAGE ROLLED
Acid	Full damage
Cold	Half damage
Electricity (*lightning bolt*)	Half damage
Fire (dragon breath, *fireball*)	Half damage
Gas, poisonous (*cloudkill*)	Half damage
Iron Weapons	Full damage

CLASS A DEMON (VROCK)

FREQUENCY	Common
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Large (9ft)
ALIGNMENT	Chaotic evil
MOVE	120ft; 180ft flying (AA:IV)
ARMOUR CLASS	0 [20]
HIT DICE	8
MELEE ATTACKS	2 talons (1d4), 2 claws (1d8) and 1 bite (1d6)
SENSES	Infravision 120ft
LAIR CHANCE	5%
INTELLIGENCE	Low (5-7)
MORALE	85
LOOT	Hoard 2
EXPERIENCE	1,275 +10/hp

Vrock, considered one of the weakest of demonkind, look like a hideous cross between a vulture and a humanoid. Unlike stronger demons, they are vulnerable to non-magical weapons.

Vrock are particularly stupid, and cannot normally be bargained with. They love the sight of precious gems and jewellery, however, and also enjoy feasting on the flesh of humans.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 5ft radius, *detect invisibility* (objects only, otherwise as per the 2nd level magic-user spell), *gate* in another vrock (10% chance of success), or *telekinesis* (as the 5th level magic-user spell, up to 200 lbs).

Unarmed Combat. Vrock demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +3/-3.

CLASS B DEMON (HEZROU)

FREQUENCY	Common
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Large (8ft)
ALIGNMENT	Chaotic evil
MOVE	60ft; 120ft hopping
ARMOUR CLASS	-2 [22]
HIT DICE	9
MELEE ATTACKS	2 claws (1d3) and 1 bite (4d4)
SENSES	Infravision 120ft
LAIR CHANCE	10%
INTELLIGENCE	Low (5-7)
MORALE	90
LOOT	Hoard 3
EXPERIENCE	2,000 +12/hp

Slightly shorter than the vrock, the hezrou resemble loathsome toads with humanoid arms. They are vulnerable to normal melee and missile weapons.

Hezrou and vrock will gladly fight each other without hesitation, and they both share a love of human flesh.

Immunities and Resistances

Magic Resistance (55%). Any magic spell or effect has a 55% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 15ft radius, cause *fear* (as the 4th level magic-user spell), *levitate* (as the 2nd level magic-user spell), *detect invisibility* (objects only, otherwise as per the 2nd level magic-user spell), *telekinesis* (as per the 5th level magic-user spell, up to 300 lbs), or *gate* (as the 9th level magic-user spell) another hezrou (20% chance of success).

Unarmed Combat. Hezrou-type demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

CLASS C DEMON (GLABREZU)

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Large (10ft)
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	-4 [24]
HIT DICE	10
MELEE ATTACKS	2 pincers (2d6 piercing), 2 claws (1d3 slashing), and 1 bite (1d4+1 piercing)
SENSES	Infravision 120ft, Detect invisible 5%
LAIR CHANCE	15%
INTELLIGENCE	Average (8-10)
MORALE	95
LOOT	Hoard 4
EXPERIENCE	2,400 +14/hp

These muscular demons have a head like a horned dog, and four smaller arms that sprout from the creature's chest: two of these end in sharp pincers, and two end in clawed hands. Glabrezu are vulnerable to normal melee weapons and missiles.

Immunities and Resistances

Magic Resistance (60%). Any magic spell or effect has a 60% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 10ft radius, cause *fear* (as the 4th level magic-user spell), cause *fear* (as the 4th level magic-user spell), *levitate* (as the 2nd level magic-user spell), *pyrotechnics* (as the 2nd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *telekinesis* (as the 5th level magic-user spell, up to 400 lbs), *gate* (as the 9th level magic-user spell) another Class A to C demon (30% chance of success).

Unarmed Combat. Glabrezu demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +3/-3.

CLASS D DEMON (NALFESHNEE AND OTHERS)

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Large (11ft)
ALIGNMENT	Chaotic evil
MOVE	90ft; 120ft flying (AA:II)
ARMOUR CLASS	-1 [21]
HIT DICE	11
MELEE ATTACKS	1 claw (1d4) and 1 bite (2d4)
SENSES	Infravision 120ft, Detect invisible 15%
LAIR CHANCE	15%
INTELLIGENCE	Very (11-12)
MORALE	100
LOOT	Hoard 5
EXPERIENCE	3,000 +16/hp

Particularly malevolent demons, the class D have the upper body of an ape and the cloven-hoofed lower body (and head) of a boar. They have rather small, feathered wings as well, which seem undersized compared to their corpulent bodies.

Certain class D demons have their own secret names, which makes it 90% certain they will answer a summons if it is spoken. Conjurers should be prepared to make impressive promises of treasure, magical items or living sacrifices when summoning a class D demon, especially by name. It should also be remembered that these demons particularly enjoy feasting on human blood and meat.

Immunities and Resistances

Magic Resistance (65%). Any magic spell or effect has a 65% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 10ft radius, *improved phantasmal force* (as the 2nd level illusionist spell), *fear* (as the 4th level magic-user spell), *levitate* (as the 2nd level magic-user spell), *detect magic* (as the 1st level magic-user spell), *comprehend languages* (as the 1st level magic-user spell), *dispel magic* (as the 3rd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *telekinesis* (as the 5th level magic-user spell, up to 500 lbs), *project image* (as the 6th level magic-user spell), use a *symbol of fear* or *discord* (as the 8th level magic-user spell), and *gate* (as the 9th level magic-user spell) another class A to D demon (random class, 60% chance of success).

Special Attacks

Strength Bonus. These demons have a +2 bonus on to-hit rolls.

Unarmed Combat. Nalfeshnee demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +5/-5. Grappling Result Mods: ATK/DEF +2/-2.

CLASS E DEMON (MARILITH AND OTHERS)

FREQUENCY	Rare
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Large
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	-7 [27]
HIT DICE	7+7
MELEE ATTACKS	6 arms (2d4) and 1 constriction (1d6)
SENSES	Infravision 120ft
LAIR CHANCE	10%
INTELLIGENCE	High (13-14)
MORALE	90
LOOT	Hoard 7
EXPERIENCE	3,000 +12/hp

Infamous even among demonkind for their cruel and ill-tempered nature, the marilith are invariably female. From the waist up they appear to be a human female with six arms and skin tones ranging from deep violet to a putrescent green. Below the waist however, they have the coiling body of a large serpent. In melee they prefer to wield a variety of barbed and hooked swords and battle axes or simply constrict their prey with their powerful serpentine tail.

All class E demons have personal and secret names which may be used to summon and bargain with them, much like class D demons.

Immunities and Resistances

Magic Resistance (80%). Any magic spell or effect has an 80% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 5ft radius, *charm person* (as the 1st level magic-user spell), *levitate* (as the 2nd level magic-user spell), *comprehend languages* (as the 1st level magic-user spell), *detect invisibility* (objects only, otherwise as the 2nd level magic-user spell), *pyrotechnics* (as the 2nd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *project image* (as the 6th level magic-user spell), or *gate* (as the 9th level magic-user spell) another demon (50% chance of success). Use the following table to determine which class of demon is summoned:

D100	DEMON CLASS
1–30	Class A
31–55	Class B
56–70	Class C
71–85	Class D
86–00	Class F

Unarmed Combat. Marilith demons can make grappling or overbearing attacks, but cannot be overborne. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +3/na. Grappling Result Mods: ATK/DEF +6/-6.

CLASS F DEMON (BALOR AND OTHERS)

FREQUENCY	Rare
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Large (12ft)
ALIGNMENT	Chaotic evil
MOVE	60ft; 150ft flying (AA:III)
ARMOUR CLASS	-2 [22]
HIT DICE	8+8
MELEE ATTACKS	1 weapon/sword (+1) (1d12) or 1 whip (1d6 + fire)
SENSES	Infravision 120ft
LAIR CHANCE	20%
INTELLIGENCE	High (13-14)
MORALE	95
LOOT	Hoard 6
EXPERIENCE	3,600 +12/hp

Reportedly only six of this class of demon exist, each with its own secret name. In combat they wield massive *+1 swords* and a cat-o-nine-tails whip which they employ to drag their victims into the flames that they continually immolate themselves in.

Summoning class F demons requires significant offerings or future promises of service or sacrifice. If negotiation is successful, they might be persuaded to aid the summoner or associated group for a while. In any case, these demons will always try to bully and intimidate their masters in an effort to usurp leadership, which they crave. Many other chaotic evil monsters and demons are attracted to the aura of charismatic evil that surrounds class F demons, so they are often found in the forefront of evil hordes.

Immunities and Resistances

Magic Resistance (75%). Any magic spell or effect has a 75% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 10ft radius, *fear* (as the 4th level magic-user spell), *detect magic* (as the 1st level magic-user spell), *read magic* (as the 1st level magic-user spell), *comprehend languages* (as the 1st level magic-user spell), *detect invisibility* (objects only, otherwise as the 2nd level magic-user spell), *pyrotechnics* (as the 2nd level magic-user spell), *dispel magic* (as the 3rd level magic-user spell), *suggestion* (as the 3rd level magic-user spell), *telekinesis* (as the 5th level magic-user spell, up to 600 lbs), use a *symbol of fear*, *discord*, *sleep*, or *stunning* (as the 8th level magic-user spell), and *gate* (as the 9th level magic-user spell) another demon of class C (80% chance) or class D (20% chance) with a 70% chance of success.

Special Attacks

Whip. Each round, there is a 4 in 6 chance the Balor will use its fiery whip. Victims who are hit and fail a saving throw vs spells are burnt by the flames and suffer 4d6 additional points of damage.

Unarmed Combat. Balor demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +2/-2.

ALUU-DEMON (HALF-DEMON)

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Chaotic evil (See below)
MOVE	120ft; 120ft flying (AA:IV)
ARMOUR CLASS	5 [15]
HIT DICE	6+1d6 hit points
MELEE ATTACKS	1 weapon (weapon + strength bonus) or draining touch
SENSES	Infravision 120ft
LAIR CHANCE	15%
INTELLIGENCE	Very (11-12) to genius (17-18)
MORALE	75
LOOT	Cache 5, 6, 7
EXPERIENCE	4,050 +14/hp

Aluu-demons are one of several types of "tieflings," a common term for those with fiends of the lower planes in their ancestry. The two tiefling monster types represented in this book (aluu-demons and caumbions) are too powerful to be used as a character ancestry.

Most aluu-demons are the result of union between a succubus or incubus with a human. Their individual appearances vary, but their vestigial horns and small leathery bat-like wings denote their demonic heritage. Most favour their demonic parent and revel in chaotic evil. A minority (20%) harbour less demoniacal inclinations. Nevertheless, they may never be lawful or good.

Aluu-demons have a natural base armour class of 5 [15]. Wearing armour gives them no additional benefit, although rings, magic items and spells can improve their AC.

Fully 25% of all aluu-demons have genius level intelligence (17-18). These aluu-demons are able to memorise and cast spells as a 1st to 12th level magic-user (1d12 to determine level). Spell casting abilities are in addition to their other innate abilities noted above, and the aluu-demon has none of the armour/weapon restrictions of the magic-user class.

Immunities and Resistances

Magic Resistance (30%). Any magic spell or effect has a 30% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Non-Iron Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons that are not made of iron, unless the weapon causing that damage has a magical bonus of +1 or more. Most metal weapons are made from iron (steel).

Special Features

Spell-Like Abilities.

1/day: *dimension door* (as the 4th level magic-user spell)

3/day (as Level 12 Caster): *charm person* (as the 1st level magic-user spell), ESP (as the 2nd level magic-user spell), *polymorph self* (humanoid shapes only, otherwise as the 4th level magic-user spell), and *suggestion* (as the 3rd level magic-user spell).

Special Attacks

Energy Drain. Much like succubi/incubi, aluu-demons are able to drain a victim's life energy with a touch (a "to hit" roll is required in combat). Each touch drains 1d8 hit points from the victim and adds 1d4 hit points to the aluu-demon.

Unarmed Combat. Aluu-demons can make grappling or overbearing attacks, but usually don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

BABAU

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Medium (7ft)
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	-3 [23]
HIT DICE	7+14
MELEE ATTACKS	2 claws (1d4+1) and 1 bite (2d4) or 1 weapon (+7 damage)
SENSES	Infravision 120ft
LAIR CHANCE	20%
INTELLIGENCE	Very
MORALE	95
LOOT	Hoard 3
EXPERIENCE	2,000 +12/hp

Babau are also known by demonologists as horned demons or bone demons. They are around 7ft tall and look like skeletons covered in a leathery black skin. The babau's feet, taloned hands and head are grossly oversized, nearly the same as a hill giant's. From the base of its skull protrudes a hooked horn.

These demons are known for their cunning intelligence and strength (19). In combat, they prefer to use any sort of weaponry if it is to their advantage.

Babau are despised by class A, B and C demons. Class D demons especially hate bands of babau, and hunt them for food.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. The babau is immune to piercing, blunt, and slashing damage, unless the weapon causing that damage is magical.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Ichor Reduces Weapon Damage by Half. In the heat of battle, babau demons secrete a slimy rust coloured ichor that reduces damage from melee weapons, as blows slide off their bodies. Any damage from a melee weapon inflicts only half the damage indicated.

Vulnerability to Iron. Iron weapons inflict +2 additional damage on babau demons (although the weapon must be magical to hit).

Special Features

Thief Abilities. Babau have the thieving abilities of a 9th level Thief.

Spell-Like Abilities

At Will: *Darkness*, 5ft radius

1/day (as 14th level caster): *fear* (touch only, otherwise as the 4th level magic-user spell), *levitate* (as the 2nd level magic-user spell), *fly* (as the 3rd level magic-user spell), *dispel magic* (as the 3rd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *heat metal* (as the 2nd level druid spell), and *gate* (as the 9th level magic-user spell) in another babau (25% chance of success).

Enfeebling Gaze. Anyone up to 20ft away gazing into the eyes of a babau must save vs spells or suffer the effects of a *ray of enfeeblement* (as the 2nd level magic-user spell). This applies to anyone who is generally in front of the demon and looking at it without using an indirect method of sight such as a mirror. Attacking the creature by looking at a reflection incurs a to-hit penalty of -2. Attacking blindly incurs a to-hit penalty of -4.

Unarmed Combat. Babau demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +1/-1.

CAUMBION

	MINOR	NOBLE
FREQUENCY	Very rare	Very rare
NO. ENCOUNTERED	1	1
SIZE	Medium (6-7ft)	Medium (7-8ft)
ALIGNMENT	Chaotic evil	Chaotic evil
MOVE	150ft	150ft
ARMOUR CLASS	6 [14] (base)	2 [18] (base)
HIT DICE	5 to 8 (1d4+4)	9 to 16 (1d8+8)
MELEE ATTACKS	2 (By weapon type)	2 (By weapon type)
SENSES	Infravision 60ft	Infravision 60ft
LAIR CHANCE	10%	50%
INTELLIGENCE	Average to exceptional (8-16)	Genius (17-18)
MORALE	70 to 85	90 to 125
LOOT	Cache 5, 6, 7	Cache 3, 4, 5, 6, 7
EXPERIENCE	1,275 +10/hp	4,410 +15/hp

Caumbions are the offspring of a major demon and a human (cf. aluu-demon). As such, each is slightly different depending upon parentage. Generally, caumbions are strong and heavily–built. They will usually have several other demonic characteristics as well, such as vestigial horns, barbs, or scaled skin.

Caumbions may become clerics, attaining a maximum level equal to their hit dice, magic-users (maximum of 5th level), or thieves or assassins (up to a maximum of their hit dice in ability level). The caumbion has the abilities of the class, none of the armour/weapon restrictions, but does not gain extra hit points from the class. If the caumbion has the abilities of a character class, add an extra 15 points of XP per hit point to the monster's experience point value.

MINOR CAUMBIONS

Minor Caumbions have a natural base armour class of 6 [14]. Wearing mundane armours cannot improve this. Magical armours or other protections add only their bonus, unless the armour is superior to AC 6 [14], in which case the full benefit is accrued (the caumbion's base AC is ignored, and the AC of the armour is used instead).

The GM may choose to add class abilities or special abilities to a minor caumbion to generate an interesting foe if the caumbion is the main villain and has minions; caumbions are highly individual. In higher level adventures where the caumbion is just one of many enemies, this usually isn't worth the extra complexity.

Immunities and Resistances

Magic Resistance: Minor caumbions have 5%–20% magic resistance depending on their hit dice. 5HD=5%, 6HD=10%, 7HD=15%, and 8HD=20%.

Unarmed Combat. Minor Caumbions can make grappling or overbearing attacks, but only overbearing is commonly used against sole opponents. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

NOBLE CAUMBIONS

Noble Caumbions are the children of very powerful demons, such as demon princes and the like ("nobility" refers to their power, for their behaviour is usually anything but noble). They are likely to be the main villain in an adventure, so the GM will probably choose to add abilities from one of the four possible classes (see above).

Immunities and Resistances

Magic Resistance: Noble caumbions have 25%–40% magic resistance depending on their hit dice. 9-10HD=25%, 11-12HD=30%, 13-14HD=35%, 15-16HD=40%.

Unarmed Combat. Noble Caumbions can make grappling or overbearing attacks, but only overbearing is commonly used against sole opponents. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF +0/-0.

DRETCH

FREQUENCY	Common
NO. ENCOUNTERED	2d4 or 5d4 (in the Abyss)
SIZE	Small
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	2 [18]
HIT DICE	4
MELEE ATTACKS	2 claws (1d4) and 1 bite(1d4+1)
SENSES	Infravision 60ft
LAIR CHANCE	15%
INTELLIGENCE	Low (5-7)
MORALE	65
LOOT	Individual 1, 2, 3, 4
EXPERIENCE	175 +4/hp

Dretch are the weakest of native demonkind (manes, as condemned souls, are weaker). Their appearance is almost comical: a plump body with thin, gangly arms and legs. Their squat heads are bald and they have a slobbering, stupid visage. Dretch usually attack in hordes, using tooth and claw in blind abandon, although if they consider themselves threatened they will first try to open a *gate* for reinforcements.

Immunities and Resistances

Magic Resistance (30%). Any magic spell or effect has a 30% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 5ft radius, *scare* (as the 2nd level magic-user spell), *telekinesis* (as the 5th level magic-user spell, up to 50 lbs) or attempt to *gate* (as the 9th level magic-user spell) a class A demon (15% chance of success).

1/day: *stinking cloud* (as the 2nd level magic-user spell), and *teleport* without fail (as the 5th level magic-user spell, but with no chance of error).

Unarmed Combat. Dretch demons can make grappling or overbearing attacks, but ordinarily don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF -1/+1. Grappling Result Mods: ATK/DEF -2/+2.

EKIVU (FLY DEMON) (KHASME)

FREQUENCY	Common
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	50ft; 210ft flying (AA:III)
ARMOUR CLASS	-1 [21]
HIT DICE	7+2
MELEE ATTACKS	2 claws (2d4) and 1 bite (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	5%
INTELLIGENCE	Average (8-10)
MORALE	85
LOOT	Hoard 2
EXPERIENCE	1,275 +10/hp

Ekivu resemble a hideous crossbreed between a giant fly and a human. Their hind legs are insect-like and their fore-limbs resemble human arms, but with bony, sharp claws. Like flies, their bodies are covered in blueish-black chitin with bristling hair. Their heads are vaguely human, but with bulbous, faceted eyes like those of a fly. Their mouths are ringed with sharp teeth and their long noses are actually a sharp proboscis for drawing blood from their victims.

Ekivu have a long standing hatred of most other classes of demons, especially classes A and B. Ekivu have managed to enslave a number of shub, which they use for their own nefarious ends.

Immunities and Resistances

Magic Resistance (40%). Any magic spell or effect has a 40% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Poison Immunity. These demons are immune to poison and poison damage (including gases).

Damage Resistances (all half damage): Cold, Electricity, Fire.

Special Features

Spell-Like Abilities.

At Will: *Darkness*, 5ft radius, *detect good* (as the 1st level cleric spell), *detect invisibility* (as the 2nd level magic-user spell), *telekinesis* (as the 5th level magic-user spell, up to 150 lbs), *fear* (touch only, otherwise as the 4th level magic-user spell) or *gate* (as the 9th level magic-user spell) another ekivu (15% chance of success).

Special Attacks

Drone. When not using one of their other special abilities, ekivu constantly make an insidious buzzing drone which has the power to lull listeners into a comatose state. The ekivu can drone while engaged in melee combat. If a save vs spells (unlisted categories) is not made, the victim will sleep for 2d4 hours or until the demon has drawn 1d4 hp of their blood.

Unarmed Combat. Ekivu demons cannot be overborne or grappled, and do not employ these tactics.

MANIS

FREQUENCY	Rare
NO. ENCOUNTERED	4d4
SIZE	Small
ALIGNMENT	Chaotic Evil
MOVE	30ft
ARMOUR CLASS	7 [13]
HIT DICE	1
MELEE ATTACKS	2 claws (1d2 slashing) and 1 bite (1d4 piercing)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Semi- (2-4)
MORALE	50%
LOOT	Nil
EXPERIENCE	18 +1/hp

A manis (plural: manes) is the form of a soul condemned to the abyss. They are considered demons, but do not have all the powers associated with demonkind. They are rare in the material planes. Manes will attack anything that is not a demon. The form of a manis is bipedal and humanoid, but manes have vacant eyes, sharp teeth and claws, and tails.

Immunities and Resistances

Immune to Mundane Weapons. A manis is immune to piercing, blunt, and slashing damage, unless the weapon causing that damage is magical.

Immunities. This creature is immune to mind control (including *charm*) and *hold* spells, sleep, gases, poison, disease, cold damage, temporary damage, and subdual damage.

Cannot Be Killed. A manis that is killed re-forms after one day. They are only truly destroyed when a demon lord chooses to feed on them.

Unarmed Combat. Manes can make grappling or overbearing attacks, but ordinarily don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +2/-2. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

QUASIT

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Tiny
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	2 [18]
HIT DICE	3
MELEE ATTACKS	2 claws (1d2) and 1 bite (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Low (5-7)
MORALE	60
LOOT	Cache 3 (x3)
EXPERIENCE	325 +3/hp

Quasits are larval fiends that have been shaped by demon lords for service as familiars to chaotic evil magic-users and occasionally as servants to other powerful chaotic evil individuals.

When serving as a familiar, quasits endow the magic-user with several abilities. If the magic-user is within a mile of their quasit familiar, a constant full-sensory telepathic communication operates through the quasit. The master also gains 1 level of ability as a magic-user within this radius. If the quasit is within 25ft of its master, it imparts its 25% magic resistance and also its regeneration abilities. If either master or quasit moves out of range, the special abilities are lost. In addition to these abilities, once per week a quasit is able to contact the Abyss in order to help gain some necessary advice or information. This operates as the 5th level cleric spell *commune*, and up to 6 questions are permitted.

Despite their rather low intelligence, quasits are quite crafty and cunning creatures. They are also used as tools by demon lords, who might communicate through them. Quasits are generally tasked with helping their masters to spread evil and chaos. In particular, they are often used to pervert lawful evil souls to chaos, which earns them rewards on their home plane of the Abyss. Ultimately, when its master dies, the quasit is charged with bringing the soul back to the Abyss. If the quasit has served well, it may be rewarded by being changed into a class A or class B demon. If not, they will be punished through becoming a soul worm, or even a quasit again.

If the quasit dies, the master immediately loses 4 levels (duration 1 month).

Immunities and Resistances

Magic Resistance (25%). Any magic spell or effect has a 25% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Immunities. Quasits are immune to cold, fire, and electrical damage.

Saving Throw (Spells). Quasits make saving throws against spells with a target number of 13.

Special Features

Regeneration. Quasits regenerate damage at a rate of 1 hp per round.

Spell-Like Abilities.

At Will: *detect good* (as the 1st level cleric spell), *detect magic* (as the 1st level cleric spell), *invisibility* (as the 2nd level magic-user spell), *polymorph self* (each quasit has 2 forms into which it can polymorph, chosen by the GM from frog, bat, giant centipede, or wolf.

1/day: *cause fear* (as the 4th level magic-user spell) in a 30ft radius.

Special Attacks

In its natural form, a quasit attacks with its teeth and claws, which inflict a burning irritation that subtracts 1 from the victim's dexterity unless a save vs poison is made. This penalty is cumulative. The irritation remains for 2d6 melee rounds.

Unarmed Combat. Quasits can make grappling or overbearing attacks, but ordinarily don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF -4/+4. Grappling Result Mods: ATK/DEF -4/+4.

SHUB (RUTTERKITH)

FREQUENCY	Common
NO. ENCOUNTERED	1d4 or 3d4 (in the Abyss)
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	1 [19]
HIT DICE	5+1
MELEE ATTACKS	2 claws (1d6+1) or 1 weapon
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Individual 3 and 4 each; Cache 1 and 3 in lair
EXPERIENCE	425 +6/hp

Shub resemble humanoids, but with hunched backs, twisted arms and legs, and a strange, loping gait. Their pointed skulls are bald and misshapen.

While physically among the weakest of demonkind, the shub are a vile, vengeful sort. They are the continual target of abuse by other classes of demon, and the shub are quick to respond in kind if given the opportunity. Shub particularly enjoy bullying the dretch, whom they despise as lumbering and stupid.

In combat, shub prefer to wield a variety of strange, wicked-looking pole arms, saw-toothed swords, and bizarre atlatls and throwing knives.

Immunities and Resistances

Magic Resistance (40%). Any magic spell or effect has a 40% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *darkness* (5ft radius), *fear* (touch only, otherwise as the 4th level magic-user spell), *fly* (as the 3rd level magic-user spell), *telekinesis* (as the 5th level magic-user spell, up to 100 lbs), attempt to *gate* in an ekivu (15% chance of success).

1/day: *teleport* (without fail, otherwise as the 5th level magic-user spell).

Unarmed Combat. Shub demons can make grappling or overbearing attacks, but ordinarily don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

SUCCUBUS/INCUBUS

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	120ft; 180ft flying (AA:IV)
ARMOUR CLASS	0 [20]
HIT DICE	6
MELEE ATTACKS	2 claws (1d3)
SENSES	Infravision 120ft
LAIR CHANCE	5%
INTELLIGENCE	Exceptional (15-16)
MORALE	75
LOOT	Hoard 9, Cache 3
EXPERIENCE	2,100 +6/hp

These solitary demons are called a succubus (if female) and an incubus (if male). In their true forms they resemble stunningly attractive human beings, with leathery bat wings sprouting from their backs.

If they take a liking to a particular victim, a succubus/incubus may mate with a human, producing an aluu-demon (see listing for further details).

In the Abyss, the succubi and incubi reign over lesser demons through intimidation and trickery. They also prize treasure, especially gems and jewellery.

Immunities and Resistances

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Magic Resistance (70%). Any magic spell or effect has a 70% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *darkness* (5ft radius), become ethereal (as per the magic item *oil of etherealness*), *charm person* (as the 1st level magic-user spell), *ESP* (as the 2nd level magic-user spell), *clairaudience* (as the 3rd level magic-user spell), *suggestion* (as the 3rd level magic-user spell), *polymorph self* (humanoid shapes only, otherwise as the 4th level magic-user spell), or *gate* (as the 9th level magic-user spell) a class D demon (70%) or a class E demon (30%) with a 40% chance of success.

1/day: *teleport* (without fail, otherwise as the 5th level magic-user spell).

Special Attacks

Energy-Draining Kiss. A succubus or incubus feeds by draining energy from charmed or unconscious victims by a kiss. Each kiss, to a maximum of one per day, drains one level from the victim. Captives of a succubus or incubus do not survive for long.

Unarmed Combat. Succubi and incubi can make grappling or overbearing attacks, and often do (their AC makes it difficult to fend them off). If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

UDUK (BAR-IGURA)

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d3 or 1d6 (in the Abyss)
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	90ft; 150ft in trees
ARMOUR CLASS	-3 [23]
HIT DICE	6+6
MELEE ATTACKS	2 claws (1d6) and 1 bite (2d6)
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Very (11-12)
MORALE	80
LOOT	Hoard 3
EXPERIENCE	1,725 +10/hp

The uduk, or the "jumping demon", looks much like an orang–utan with a horribly twisted face. Its hands and feet are taloned and have 6 digits each. The uduk can move on foot along the ground, but they excel at swinging through areas of dense foliage. They can also jump up to 40 feet in a single bound.

They have a natural ability to change their colouration to match their surroundings, which takes one melee round.

Uduk do not like the company of other demons, and generally are found only with others of their ilk. If other kinds of demons are present, uduk will bully weaker demons in order to undermine their superiors.

Immunities and Resistances

Magic Resistance (45%). Any magic spell or effect has a 45% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistances (all half damage): Cold, Electricity, Fire, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *darkness* (10ft radius), *fear* (as the 4th level magic-user spell), *create water* (as the 1st level cleric spell), *detect illusion* (as the 1st level Illusionist spell), *detect invisibility* (objects only, otherwise as the 2nd level magic-user spell), *dispel magic* (as the 3rd level magic-user spell), *entangle* (as the 1st level druid spell), *plant growth* (as the 3rd level druid spell), *telekinesis* (as the 5th level magic-user spell, up to 250 lbs), or *gate* in another uduk (25% chance of success).

2/day: *change self* (as the 1st level illusionist spell), *invisibility* (as the 2nd level magic-user spell), and *spectral force* (as the 3rd level Illusionist spell).

Unarmed Combat. Bar-Igura demons can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

DEVILS

The primary inhabitants of the planes of Hell are the devils. They are the champions of lawful evil, and are the implacable foes of chaotic demonkind and all servants of good.

Devil society is organised into a strict hierarchy, which is never compromised for fear of retribution from the archdevils, who rule the planes of Hell. Nevertheless, squabbling and rivalries are common amongst devils. Amongst the archdevils themselves there also exists a hierarchy of barons, dukes, marquises, and princes—cause for considerable rivalry and jealousy.

All devils can move between the various planes of Hell, although this usually requires permission from the archdevil who rules the particular plane. Devils may also move at will to Gehenna, Hades, and Acheron. Similarly, they can also travel to the Astral Plane, but this is rare. Devils are not allowed to enter the other planes (e.g. the Prime Material) without a proper summoning, a *gate* spell, or the invocation of their secret name (if they have one).

All devils of a certain rank possess special, magical abilities which may vary according to individual type. They can use these abilities at will one at a time. These abilities are: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), and summoning other devils (varies, as the 3rd level magic-user spell *monster summoning I*.

All devils have infravision and may understand and communicate in any language.

Only the material form of a devil may be killed. To actually slay a devil one must do so in the planes of Hell or a neighbouring lower plane. If its material form is slain, a devil must return to its home plane in Hell for nine decades of servitude as a lemure before it will resume its former status.

Once combat is joined with devils, they can never be subdued. In dire circumstances the major devils and archdevils may be willing to negotiate. Lesser devils will madly fight to the death. If it is to their advantage, devils can split their attacks among 2 or more targets.

Devils are exceptionally conscious of any kind of laws or contracts binding them to certain behaviour, and are profoundly adept at exploiting hidden loopholes. Negotiating with them can be quite tedious as every minute detail and exigency must be properly accounted for.

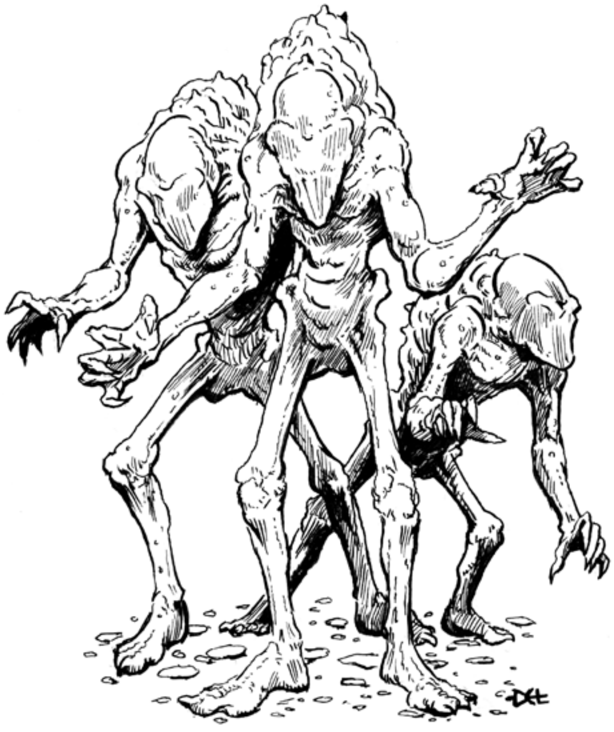
Just as when summoning a demon, proper inscription of a magical circle of protection is necessary for the conjurer's safety when attempting to summon a devil. These circles are type-specific, with more powerful devils requiring proportionately more complex and expensive circles. Devils are also repulsed by good artifacts.

Devils are susceptible to attack as noted in the table below;

ATTACK FORM	DAMAGE ROLLED
Acid	Full damage
Cold	Half damage
Electricity (lightning bolt)	Full damage
Fire (dragon breath, fireball)	None
Gas, poisonous (cloudkill)	Half damage
Iron weapons	No additional damage
Magic missile	Full damage
Poison	Full damage
Silver	Full damage (according to normal weapon type)

ASSAGIM (NIPHERIBU, NUPERIBBO)

FREQUENCY	Common
NO. ENCOUNTERED	10d10
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	60ft
ARMOUR CLASS	9 [11]
HIT DICE	1
MELEE ATTACKS	2 claws (1d2) or 1 weapon
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Semi- (2-4)
MORALE	50
LOOT	Nil
EXPERIENCE	18 +1/hp



These are the lowest of all the devils, and they are found in the millions throughout every plane of Hell. Assagim are the unfortunate souls of those not evil enough to be incarnated as lemures. They are totally senseless—having neither eyes, ears, or mouth.

Assagim resemble bony, featureless humanoids with two crude arms ending in claws. In combat, they attack with their two sharp claws. If organised by an archdevil into an army, they are sometimes armed with crude clubs or maces which they use to blindly batter their opponents en masse. If slain in the service of evil, assagim will usually (99%) reincarnate within one day as another assagim. A small percentage (1%) become lemures; and within another 10 millennia, they might again be reincarnated as one of the lesser devils.

Immunities and Resistances

Immunities. This creature is immune to fire damage and immune to any condition that assumes the presence of senses such as hearing or sight.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Regeneration (Native Plane Only). These creatures regenerate at a rate of 1hp/round if they are in Hell or one of the other lower planes of existence. This ability is lost in the material planes.

Unarmed Combat. Assagim can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/+0.

Language

Assagim (Nipheribu) are telepathically sensitive to other devils, and can receive commands from most other types of devil except lemures.

BARBED DEVIL

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d2 or 3d4
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	120ft
ARMOUR CLASS	0 [20]
HIT DICE	8
MELEE ATTACKS	2 claws (2d4) and 1 tail (3d4)
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12)
MORALE	85
LOOT	Nil
EXPERIENCE	1,425 +10/hp

These devils are quite common on the 3rd and 4th planes of Hell. They are typically used as guards and sentries, a task at which they excel. Any trespassers will be quickly imprisoned in one of their many iron cells to await torture.

Barbed devils do not need any hand-held weapons. They are quite proficient at using their hard, sharply-barbed claws and tail to beat their victims into submission.

Immunities and Resistances

Magic Resistance (35%). Any magic spell or effect has a 35% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immunities. This creature is immune to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *pyrotechnics* (as the 2nd level magic-user spell), *produce flame* (as the 2nd level druid spell), *hold person* (as the 3rd level magic-user spell), or *summon* an additional barbed devil to their aid (30% chance of success).

Special Attacks

Fear. Whenever a barbed devil hits an opponent, they cause *fear* (as the 4th level magic-user spell) if the victim fails a saving throw against spells.

Unarmed Combat. Barbed devils can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

BEARDED DEVIL

FREQUENCY	Common
NO. ENCOUNTERED	1d2 or 1d6+4
SIZE	Medium (7ft)
ALIGNMENT	Lawful evil
MOVE	150ft
ARMOUR CLASS	1 [19]
HIT DICE	6+6
MELEE ATTACKS	1 glaive (1d3 + entangle) or 2 claws (1d2) and 1 beardburn (1d8)
SENSES	Infravision 60ft
LAIR CHANCE	15%
INTELLIGENCE	Average (8-10)
MORALE	80
LOOT	Nil
EXPERIENCE	1,125 +10/hp

Bearded devils make their home on the 3rd plane of Hell. They are renowned for both their bloodthirstiness and their malicious cruelty. For this reason, they are often seen serving as shock troops in the legions of Hell. Bearded devils do not value treasure, although they may be influenced by offers of warm meat.

Immunities and Resistances

Magic Resistance (45%). Any magic spell or effect has a 45% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immunities. This creature is immune to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *affect normal fires* (as the 1st level magic-user spell), *command* (as the 1st level cleric spell), f*ear* (touch only, otherwise as the

4th level magic-user spell), *produce flame* (as the 2nd level druid spell), or *summon* another bearded devil (35% chance of success).

Special Attacks

Glaive. In combat, bearded devils prefer to use a wickedly barbed and hooked glaive, which can entangle an opponent intent on escape (1d3 damage plus the victim is immobilised and cannot attack. A successful Minor Test of Strength check is required to escape from the glaive.

Beards. If unarmed, these devils will grab victims in their claws and use their bristly beards to scrape and burn. If they manage to hit with both claws, they will also score maximum damage with their beards (8 hp). Any victim struck for maximum damage from these "beard-burns" must make a save vs poison or be afflicted with a painful, itching rash (-1 dexterity every 4 rounds; duration 3d8 turns).

Unarmed Combat. Bearded devils can make grappling or overbearing attacks, although they usually don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

BONE DEVIL

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d2 or 2d4
SIZE	Large (9ft)
ALIGNMENT	Lawful evil
MOVE	150ft
ARMOUR CLASS	-1 [21]
HIT DICE	9
MELEE ATTACKS	1 bone hook (3d4)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Average (8-10)
MORALE	90
LOOT	Nil
EXPERIENCE	1,000 +10/hp

Bone devils make their lair on the 5th plane of Hell. They are cruel, and enjoy torturing those weaker than themselves. They resemble large skeletons, covered in leathery white flesh, with a segmented tail like a scorpion. Unlike most devils, bone devils prefer the frigid climate of their home plane.

Bone devils carry no treasure. They cannot be bribed with coins or gems, but they consider frozen humanoid flesh a delicacy.

Immunities and Resistances

Magic Resistance (20%). Any magic spell or effect has a 20% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immunities. This creature is immune to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *fear* (5ft radius, otherwise as the 4th level magic-user spell), *phantasmal force* (as the 1st level illusionist spell), *fly* (as the 3rd level magic-user spell), *invisibility* (as the 2nd level magic-user spell), *detect invisibility* (as the 2nd level magic-user spell), or *summon* another bone devil (40% chance of success).

1/day: *wall of ice* (as the 4th level magic-user spell).

Special Attacks

Hook. Bone devils wield a large bone hook to snag their opponents. If they score a hit, there is a 50% chance the victim will be immobilised and cannot attack. A successful Minor Test of Strength check is required to escape from the hook.

Tail Sting. If a victim is caught in the devil's hook, the bone devil can then sting with their scorpion-like tails (2d4 damage, save vs poison or lose 1d4 strength for 10 rounds).

Unarmed Combat. Bone devils can make grappling or overbearing attacks, although they usually don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +3/-3.

ERINYES

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d3 or 4d4
SIZE	Medium (6ft)
ALIGNMENT	Lawful evil
MOVE	60ft; 210ft flying (AA:IV)
ARMOUR CLASS	2 [18]
HIT DICE	6+6
MELEE ATTACKS	1 dagger (2d4+poison)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	80
LOOT	Cache 4
EXPERIENCE	875 +8/hp

These winged humanoids usually appear female, although a few (10%) are male. Erinyes dwell on the 2nd Plane of Hell, and are tasked with retrieving evil souls from the Prime Material Plane for their diabolical masters.

Erinyes are unrelenting pursuers and prefer to capture their victims alive and return them to Hell for punishment. On occasion, erinyes may be willing to bargain, but they are quite crafty and will always try to tempt the bargainer into committing a great sin.

Immunities and Resistances

Magic Resistance (30%). Any magic spell or effect has a 30% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immunities. This creature is immune to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *fear* (gaze, otherwise as the 4th level magic-user spell), *detect invisibility* (as the 2nd level magic-user spell), *locate object* (as the 2nd level magic-user spell), *invisibility* (as the 2nd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *produce flame* (as the 2nd level druid spell), or *summon* another erinyes to their aid (25% chance of success).

Special Attacks

Poison Dagger. In melee, erinyes use a magical dagger which is poisonous and causes horribly painful wounds (save vs poison or pass out for 1d6 rounds).

Ropes of Entanglement. These devils also carry ropes of entanglement, which they use to bind their prisoners.

Unarmed Combat. Erinyes devils can be targeted with grappling or overbearing attacks, although they don't use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

HELLCAT (DEVILCAT)

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Lawful evil
MOVE	120ft
ARMOUR CLASS	6 [14]
HIT DICE	7+2
MELEE ATTACKS	2 claws (1d4+1) and 1 bite (2d6)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Average (8-10)
MORALE	85
LOOT	Nil
EXPERIENCE	1,000 +10/hp

Hellcats are a minor type of devil, often seen serving their infernal masters in the nine planes of Hell. Rarely, hellcats also travel to the Prime Material Plane to serve as a familiar for an important evil spell caster.

Hellcats encountered on the Prime Material Plane who are not already serving as a familiar may attach themselves to a suitable lawful evil character. They prefer to serve clerics, but will also attach themselves to a magic-user or illusionist. If a stronger lawful evil character is present, hellcats will willingly switch to the new master, even betraying or attacking their former master in the process. In any case, a hellcat is only allowed to remain on the Prime Material Plane for a year and day. At the end of this period they must return to Hell. Sometimes they may later travel to the Prime Material Plane again, but will not necessarily seek out their old master.

Immunities and Resistances

Magic Resistance (20%). Any magic spell or effect has a 20% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Other Immunities. Hellcats are immune to the effects of all *charm*, *sleep*, *hold* and *suggestion* spells.

Special Features

Invisible in Light. In normal lighting, hellcats are invisible. In total darkness however, they can be dimly seen as a glowing reddish aura resembling a large feline.

Unarmed Combat. Hellcats cannot be overborne or grappled, and do not employ these tactics.

HORNED DEVIL

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d2 or 1d4+1
SIZE	Large (9ft)
ALIGNMENT	Lawful evil
MOVE	90ft; 180ft flying (AA:III)
ARMOUR CLASS	-5 [25]
HIT DICE	5+5
MELEE ATTACKS	2 claws (1d4) and 1 bite (1d4+1) and 1 tail (1d3) or 1 weapon and 1 tail (1d3)
SENSES	Infravision 60ft
LAIR CHANCE	55%
INTELLIGENCE	High (13-14)
MORALE	75
LOOT	Hoard 9
EXPERIENCE	1,320 +6/hp

Horned devils are inhabitants of the 6th and 7th planes of Hell. Although considered to be greater devils, they are weaker than either ice devils or pit fiends, whom they despise. Horned devils have their own personal names which can be used to summon and control them.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Immunities. This creature is immune to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Fear Aura. Horned devils constantly emanate *fear* (as the 4th level magic-user spell) in a 5ft radius.

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *ESP* (as the 2nd level magic-user spell), *detect magic* (as the 1st level magic-user spell), *phantasmal force* (as the 1st level illusionist spell), *pyrotechnics* (as the 2nd level magic-user spell), *produce flame* (as the 2nd level druid spell) or *summon* another horned devil (50% chance of success).

1/day: *wall of fire* that inflicts 3d8 hit points of fire damage.

Special Attacks

Melee Weapons. In combat, horned devils typically use either a barbed fork (75%) for 2d6 damage or a jagged whip (25%) that inflicts 1d4 damage plus the victim is stunned 1d4 rounds—save vs spells for unlisted categories to avoid).

Wounding Tail. As part of their normal attack, these devils can attack with their sharply-tipped tails, which cause weeping wounds (1d3 damage plus 1 hp of damage per turn until the wound is bound or cured).

Unarmed Combat. Horned devils can be targeted with grappling or overbearing attacks, although they usually do not engage in grappling. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +3/-3.

ICE DEVIL (GREATER DEVIL)

FREQUENCY	Uncommon
NO. ENCOUNTERED	1 or 1d4
SIZE	Large (11ft)
ALIGNMENT	Lawful evil
MOVE	60ft
ARMOUR CLASS	-4 [24]
HIT DICE	11
MELEE ATTACKS	2 claws (1d4) and 1 mandible (2d4) and 1 tail (3d4) or spear (2d6+4 plus freezing)
SENSES	Infravision 60ft
LAIR CHANCE	60%
INTELLIGENCE	High (13-14)
MORALE	100
LOOT	Cache 3 and 4
EXPERIENCE	4,400 +16/hp

Ice devils resemble upright remorhaz with humanoid arms and legs, and knotted, barbed tails. They dominate the 8th plane of Hell, which serves as their frozen home. They are also very strong (18.76 strength) and enjoy torturing their victims before killing them. Ice devils also have secret personal names which can be used to summon them, if the name is somehow known to the conjurer.

Immunities and Resistances

Magic Resistance (55%). Any magic spell or effect has a 55% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Immunities. This creature is immune to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Regeneration. If injured, the ice devil regenerates 1 hp per round.

Fear Aura. Ice devils exude *fear* (as the 4th level magic-user spell) in a 10ft radius.

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), *charm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *detect invisibility* (as the 2nd level magic-user spell), *detect magic* (as the 1st level magic-user spell), *fly* (as the 3rd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *wall of ice* (as the 4th level magic-user spell), or *summon* 2 bone devils (70%) or another ice devil (30%) with a 60% chance of success in either case.

1/day: *ice storm* (as the 4th level magic-user spell).

Special Attacks

Magic Spear. Some ice devils (25% chance) wield long, magical spears which they can use to impale and freeze their victims. The spear inflicts 2d6 piercing damage, and if a victim is hit they must make a saving throw vs. paralysation or be reduced to half their normal move (duration 3d6 rounds). The effect can only reduce a victim to one-quarter move, after which additional attacks have no further effect.

Unarmed Combat. Ice devils can be targeted with grappling or overbearing attacks, although they usually do not engage in grappling. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

IMP (LESSER DEVIL)

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Tiny
ALIGNMENT	Lawful evil
MOVE	60ft; 180ft flying (AA:V)
ARMOUR CLASS	2 [18]
HIT DICE	2+2
MELEE ATTACKS	Tail (1d4 + poison)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Average (8-10)
MORALE	60
LOOT	Cache 1
EXPERIENCE	275 +3/hp

Imps are formed from soul worms, created by archdevils to spread evil through service to a lawful evil priest or sorcerer. They are very rarely encountered on the Prime Material Plane, but are commonly seen in the lower planes. They have only average intelligence, but in their role as familiars they are able to rely on the knowledge of their archdevil master.

When serving as a familiar to an evil magic-user or cleric, the Imp imparts the following benefits to its master: Constant full-sensory telepathic contact between the Imp and the master up to 1 mile in range. If the master is within 25ft of the imp, the former gains the Imp's 25% magic resistance and its regeneration ability (1 hp/round). If the master is within 1 mile of the Imp, the former gains an additional level of ability. However, if the imp is killed, the master immediately loses four ability levels.

Immunities and Resistances

Magic Resistance (25%). Any magic spell or effect has a 25% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Non-Silver Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is a silver weapon.

Other Immunities. Imps are also immune to cold, fire, and electrical damage.

Special Features

Polymorph. Imps are created with the innate ability to *polymorph self*. The GM should choose two of the following forms (giant rat, goat, large spider, raven). In their polymorphed form, imps are limited to that animal's natural attacks.

Spell-Like Abilities.

At Will: *detect good* (as the 2nd level magic-user spell), *detect magic* (as the 1st level magic-user spell), and *invisibility* (as the 2nd level magic-user spell).

1/day: Once per day, an imp can cast a *suggestion* (as the 3rd level magic-user spell).

1/Week: Once per week it can *commune* with the lower planes (6 questions maximum, otherwise as the 5th level cleric spell).

Special Attacks

Poison Sting. In their natural form, imps attack with their poison–tipped tail stingers. Any victim struck must save vs poison or die.

Unarmed Combat. Imps can be targeted with grappling or overbearing attacks, although they do not use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF -4/+4. Grappling Result Mods: ATK/DEF -3/+3.

LEMURE (LEAST DEVIL)

FREQUENCY	Common
NO. ENCOUNTERED	5d6
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	30ft
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	1 pseudopod (1d3)
SENSES	Infravision 60ft
LAIR CHANCE	100%
INTELLIGENCE	Semi- (2-4)
MORALE	60
LOOT	Nil
EXPERIENCE	65 +3/hp

Lemures are the primal form of evil souls damned to spend eternity in Hell. They are only vaguely humanoid, with crude arms and heads. Due to their ongoing torment, lemures are quite insane and will attack any non-devils coming close to them. Certain lemures (5%) are chosen by archdevils to form wraiths, spectres, and other ethereal undead.

Lemures cannot normally be destroyed, except by blessed or holy items or weapons.

Immunities and Resistances

Immunities. Lemures are immune to all forms of *sleep* or *charm* spells, and to fire damage.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Regeneration. Lemures regenerate 1 hit point per round unless the damage is caused by holy water or a weapon that has had a *bless* spell cast upon it.

Unarmed Combat. Lemures are too squishy/oozy to be overborne or grappled, and do not employ these tactics.

MANALISHI (LESSER DEVIL; SCALY DEVIL, ABYSSAI)

	BLACK	**BLUE**	**GREEN**	**RED**	**WHITE**
FREQUENCY	Common	Common	Common	Common	Common
NO. ENCOUNTERED	1d3 or 2d4	1d4 or 2d4	1d3 or 3d3	1d4 or 3d4	1d3 or 3d4
SIZE	Large (8ft)	Medium (5ft)	Medium (6ft)	Small (4ft)	Medium (7ft)
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
MOVE	90ft, 120ft flying (AA: IV)	150ft, 150ft flying (AA: IV)	120ft, 150ft flying (AA: IV)	180ft, 180ft flying (AA: IV)	90ft, 150ft flying (AA: IV)
ARMOUR CLASS	2 [18]	3 [17]	3 [17]	1 [19]	3 [17]
HIT DICE	8	5+1	6	4+2	7
MELEE ATTACKS	Halberd (1d10+4) and tail (1d2)	Trident (1d6+4) and tail (1d2)	Pole arm (1d6+4) and tail (1d2)	2 Short sword (1d4+1) and tail (1d2)	2 Flail (1d6+3) and tail (1d2)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft
MAGIC RESISTANCE	35%	20%	25%	40%	30%
LAIR CHANCE	20%	35%	30%	40%	25%
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
MORALE	85	75	75	70	80
LOOT	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	855+10/hp	550+6/hp	550+6/hp	320+5/hp	650+8/hp

The manalishi, also known as “scaly devils” and “abyssai,” are quite common on the upper planes of Hell. Most manalishi serve the five-headed dragon queen of Hell.

Manalishi are humanoid-shaped with horns, bat-like wings, a long spiked tail, and vaguely draconic features. Their scaled hide varies, as there are five distinct breeds of manalishi: black, blue, green, red, and white.

Immunities and Resistances

Magic Resistance. See summary stats for individual levels of magic resistance.

Damage Resistances (all half damage): Cold, Poison (including gases).

Special Features

Regeneration. Manalishi regenerate at a rate of 1 hit point per round unless the damage was caused by holy water, a silver weapon, or a blessed weapon.

Spell-Like Abilities.

At Will: *change self* (as the 1st level illusionist spell), *command* (as the 1st level cleric spell), *produce flame* (as the 2nd level druid spell), *pyrotechnics* (as the 2nd level magic-user spell), or *scare* (as the 2nd level magic-user spell).

1/day: Once per day, a manalishi can attempt to summon another manalishi (20% chance of success).

Unarmed Combat. Varies by type.

SHAITAN (GREATER DEVIL; STYX FIEND)

FREQUENCY	Very Rare
NO. ENCOUNTERED	1d2
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	60ft; 150ft flying (AA:IV)
ARMOUR CLASS	-1 [21]
HIT DICE	6+6
MELEE ATTACKS	1 touch (2d4 + imprisonment)
SENSES	Infravision 60ft
LAIR CHANCE	60%
INTELLIGENCE	High (13-14)
MORALE	80
LOOT	Cache 3 and 4
EXPERIENCE	1,275+ 8/hp

These devils resemble humanoids with large, bulbous heads and small, evil features. Their wings are black with silver tips.

Shaitan dwell on the 5th plane of Hell, where they serve the archdevil, Geryon. Their primary task is to acquire souls for their master. Occasionally, they will travel to the Prime Material plane on a mission of murder and mayhem.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is a silver weapon.

Special Features

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell).

Dispelling. Dispelling a shaitan on the Prime Material plane requires pronouncement of a holy word (the 7th level cleric spell).

Special Attacks

Imprisonment. In combat, these devils will attempt to touch their victim (2d4 damage) and thereby cast an *imprisonment* spell (as the 9th level magic-user spell).

Unarmed Combat. Shaitan devils can be targeted with grappling or overbearing attacks, although they do not use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

SPIKED DEVIL (LEAST DEVIL; SPINED FIEND)

FREQUENCY	Common
NO. ENCOUNTERED	2d4 or 5d4
SIZE	Small (4ft)
ALIGNMENT	Lawful evil
MOVE	60ft; 180ft flying (AA:IV)
ARMOUR CLASS	3 [17]
HIT DICE	3+3
MELEE ATTACKS	1 weapon and/or 2 claws (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Low (5-7)
MORALE	65
LOOT	Nil
EXPERIENCE	240 +4/hp

Spiked devils are small and weak compared to the other devils, but are amongst the most commonly seen types. They have scaly reddish skin and bat-like wings. A row of dark spines runs from their forehead to the base of their tail. Both their hands and feet have sharp claws.

In melee, they usually attack with a trident, fork, or similar pole arm. When flying and attacking a target on the ground, they can also attack with their clawed feet.

Spiked devils are typically used for herding assagim or lemures, or serving as a messenger for more powerful devils.

These devils rarely have any sort of treasure or possessions beyond their weapon. Only when serving as a messenger are they likely to possess something of value. In these cases, the GM should decide what, if anything, the spiked devil is carrying.

Immunities and Resistances

Magic Resistance (25%). Any magic spell or effect has a 25% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Spell-Like Abilities.

At Will: *affect normal fires* (as the 1st level magic-user spell), *change self* (as the 1st level illusionist spell), *command* (as the 1st level cleric spell), *produce flame* (as the 2nd level druid spell), and *scare* (as the 2nd level magic-user spell).

1/day: Attempt to summon a barbed devil (5% chance of success).

Special Attacks

Flying Attack. When flying, if attacking a target on the ground, these devils can also attack with their clawed feet.

Ranged Attack: Spines. The spiked devil's spines burst into flame when plucked from the devil's back. If attacking from above, these devils can also shoot up to 12 of their spines (1d4 damage, like a dart). In melee, should they choose to grapple, 1d4 of the spines will damage the opponent in addition to any grappling damage.

Unarmed Combat. Spiked devils can be targeted with grappling or overbearing attacks, although they do not use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

PIT FIEND (GREATER DEVIL)

FREQUENCY	Rare
NO. ENCOUNTERED	1 or 1d3
SIZE	Large (12ft)
ALIGNMENT	Lawful evil
MOVE	60ft; 150ft flying (AA:III)
ARMOUR CLASS	–3 [23]
HIT DICE	13
MELEE ATTACKS	1 scimitar (1d8+6) and 1 spiked club (1d6+7) and tail (2d4 constriction)
SENSES	Infravision 60ft, Detect invisible 65%
LAIR CHANCE	65%
INTELLIGENCE	Exceptional (15-16)
MORALE	110
LOOT	Individual 1 and Cache 4
EXPERIENCE	7,900 +18/hp

Pit fiends are native to the 9th Plane of Hell, and are the personal servants of Asmodeus, the Lord of Hell. They are both incredibly strong and diabolically evil. All pit fiends have secret personal names which can be used to summon them.

Immunities and Resistances

Magic Resistance (65%). Any magic spell or effect has a 65% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Special Features

Fear Aura. Pit fiends exude *fear* (as the 4th level magic-user spell) in a 20ft radius.

Regeneration. Pit fiends regenerate 2 hp per combat round until they are killed, at which point the regeneration stops.

Spell-Like Abilities.

At Will: *animate dead* (as the 5th level magic-user spell), c*harm person* (as the 1st level magic-user spell), *fear* (effect varies, as the 4th level magic-user spell), *know alignment* (as the 2nd level cleric spell), *spectral force* (as the 3rd level illusionist spell), *suggestion* (as the 3rd level magic-user spell), *teleport* (no chance of error, otherwise as the 5th level magic-user spell), *detect invisibility* (as the 2nd level magic-user spell), *detect magic* (as the 1st level magic-user spell), *hold person* (as the 3rd level magic-user spell), *polymorph self* (as the 4th level magic-user spell), *produce flame* (as the 2nd level druid spell), *pyrotechnics* (as the 2nd level magic-user spell), *wall of fire* (as the 4th level magic-user spell), or *summon* 1d3 barbed devils (60%) or another pit fiend (70%).

1/day: Once per day, a pit fiend can use a *symbol of pain* (as the 7th level cleric spell).

Special Attacks

Tail Constriction. In addition to their weapons, pit fiends can also strike with their serpentine tail. A hit causes 2d4 points of constriction damage per round (automatically after a hit) and can only be escaped if the victim makes a successful Open Doors roll as an action.

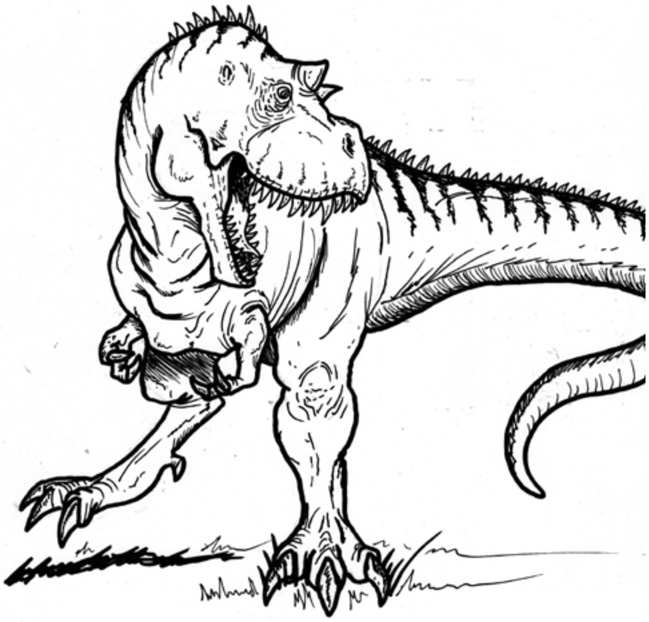
Unarmed Combat. Pit fiends can be targeted with grappling or overbearing attacks, and under some circumstances they may use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +3/-3.

DINOSAURS

In OSRIC the "dinosaur" category also includes other creatures contemporaneous with or predating the dinosaurs. This means that for the purposes of the OSRIC core rules, prehistoric creatures such as dimetrodon or plesiosaurus are included with "dinosaurs", even though palaeontologists classify them separately.

These rules do include an indication of the rough period in which the dinosaur lived, but dinosaur-infested areas often resemble Sir Arthur Conan Doyle's *The Lost World* in that a mishmash of dinosaurs from different times co-exist. Dinosaur areas are only really suitable for relatively high-level play. Portals to such areas can sometimes be found in the nethermost depths of large dungeons.

Unarmed Combat. Dinosaurs cannot be overborne or grappled, and do not employ these tactics.



TYRANNOSAURIDS AND ALLOSAURIDS

	ALBERTOSAURUS	ALLOSAURUS	GORGOSAURUS	SAUROPHAGANAX	TARBOSAURUS	TYRANNOSAURUS
FREQUENCY	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
NO. ENCOUNTERED	1 or 4d6	1 or 2d8	1 or 2d8	1 or 2d8	1 or 2d6	1 or 2d6
SIZE	Huge	Huge	Huge	Huge	Huge	Huge
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	150ft	150ft	150ft	150ft	150ft	150ft
ARMOUR CLASS	7 [13]	6 [14]	6 [14]	6 [14]	5 [15]	5 [15]
HIT DICE	8	15	14	16	18	20
MELEE ATTACKS	1 bite (2d6)	1 bite (3d6)	1 bite (3d6)	1 bite (3d8)	1 bite (3d8)	1 bite (3d10)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	15%	15%	15%	15%	15%	15%
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	500 +8/hp	1,750 +18/hp	1,500 +18/hp	2,250 +20/hp	3,500 +20/hp	5,000 +25/hp

Tyrannosaurids and allosaurids are not related families, but they occupy the same ecological niche: large bipedal carnivores. Allosaurus and saurophaganax are allosaurids, the others are tyrannosaurids. The "Number Encountered" listing allows for two interpretations—they could be solitary predators or pack hunters.

Tyrannosaurus: Cretaceous carnivore, long thought to be the largest land carnivore of the dinosaur age. ***Gorgosaurus:*** Cretaceous carnivore, smaller than tyrannosaurus. ***Tarbosaurus:*** Cretaceous carnivore, closely related to tyrannosaurus. ***Albertosaurus:*** Much smaller Cretaceous carnivore. ***Allosaurus:*** Jurassic carnivore. ***Saurophaganax:*** Jurassic carnivore, may be just a very large allosaurus.

HADROSAURIDS

	CHARONO-SAURUS	EDMONTO-SAURUS	HYPACRO-SAURUS	SAUROLOPHUS	SHANTUNGO-SAURUS	TELMATO-SAURUS
FREQUENCY	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
NO. ENCOUNTERED	2d10	2d12	5d8	4d8	3d10	6d10
SIZE	Large	Large	Large	Large	Large	Large
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	150ft	150ft	150ft	150ft	150ft	150ft
ARMOUR CLASS	7 [13]	6 [14]	7 [13]	7 [13]	6 [14]	9 [11]
HIT DICE	15	12	9	8	10	4
MELEE ATTACKS	1 (2d8)	1 (1d12)	1 (1d6)	1 (1d8)	1 (1d10)	1 (1d6)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	2,000 +16/hp	1,200 +16/hp	750 +10/hp	500 +10/hp	1,500 +14/hp	75 +4/hp

Herbivores who foraged on all fours and ran on hind legs, there are two main families of the duck–billed dinosaurs known as hadrosaurids: hadrosaurines and lambeosaurines. In game terms there is no difference. Some could be interpreted as Semi-amphibious swamp or wetland dwellers, in which case they should have a swimming move, but many, perhaps all, are fully terrestrial. Trachodon and Anatosaurs are now–superseded names for kinds of hadrosaurid.

Edmontosaurus: Cretaceous herbivore, formerly "anatosaurus". ***Charonosaurus:*** Cretaceous herbivore. ***Shantungosaurus:*** Cretaceous herbivore. ***Saurolophus:*** Cretaceous herbivore. ***Hypacrosaurus:*** Cretaceous herbivore. ***Telmatosaurus:*** Smaller Cretaceous herbivore.

SAUROPODS

	APATOSAURUS	ARGENTINOSAURUS	BRACHIOSAURUS	CAMARASAURUS	CETIOSAURUS	DIPLODOCUS
FREQUENCY	Common	Uncommon	Uncommon	Common	Common	Common
NO. ENCOUNTERED	4d10	4d6	4d8	5d10	5d10	5d10
SIZE	Gigantic	Gigantic	Gigantic	Gigantic	Gigantic	Gigantic
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	90ft	90ft	90ft	90ft	90ft	90ft
ARMOUR CLASS	7 [13]	7 [13]	7 [13]	7 [13]	7 [13]	7 [13]
HIT DICE	30	38	36	18	20	25
MELEE ATTACKS	1 bite (1d10)	1 bite (1d12)	1 bite (1d12)	1 bite (1d8)	1 bite (1d8)	1 bite (1d8)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	2,500 +35/hp	2,500 +35/hp	2,500 +35/hp	2,000 +30/hp	2,000 +30/hp	2,500 +35/hp

Large quadrupedal herbivores with elephantine bodies and extremely longnecks and tails, the sauropods are herd animals. They can bite, but are only really dangerous when they trample. Trampling automatically kills any creature weighing less than a ton in their path—saving throw vs death to avoid. A whole herd stampeding is an impressive sight, best viewed from a safe distance. In fantasy gaming environments sauropods might make good meat animals or beasts of burden.

Apatosaurus: Jurassic herbivore, once called *brontosaurus*. ***Diplodocus:*** Jurassic herbivore, famously long. ***Brachiosaurus:*** Jurassic herbivore; long thought to be the largest land dinosaur. ***Argentinosaurus:*** Cretaceous herbivore, relatively recently discovered, twice as massive as *brachiosaurus*. ***Camarasaurus:*** Very common Jurassic herbivore. ***Cetiosaurus:*** Jurassic herbivore, earlier relative of the other types.

Special Attacks

Trample. Any sauropod listed here can trample as well as bite if the dinosaur can move across the victim's location. Trampling requires no to-hit roll and requires the target (if the target is smaller than size Huge) to make a saving throw vs. death or be crushed to death under the sauropod's feet.

CERATOPSIANS

	CENTROSAURUS	**DICERATUS**	**MONOCLONIUS**	**PENTACERATOPS**	**STYRACOSAURUS**	**TRICERATOPS**
FREQUENCY	Rare	Very Rare	Uncommon	Uncommon	Uncommon	Common
NO. ENCOUNTERED	1d6	1d3	1d6	10d100	1d20	1d20
SIZE	Huge	Huge	Huge	Huge	Huge	Huge
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	120ft	120ft	120ft	120ft	120ft	120ft
ARMOUR CLASS	3 [17] or 7 [13]	3 [17] or 7 [13]	4 [16] or 7 [13]	3 [17] or 7 [13]	2 [18] or 7 [13]	3 [17] or 7 [13]
HIT DICE	7	8	8	12	9	16
MELEE ATTACKS	1 gore (1d8)	1 gore (1d10)	1 gore (1d8)	1 gore (2d6)	1 gore (1d10)	1 gore (3d6)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	200 +4/hp	500 +8/hp	400 +8/hp	1,000 +18/hp	550 +8/hp	2,000 +20/hp

Ceratopsians are quadrupedal beasts with horns and bony head armour. They fill the rhinoceros' ecological niche. Ceratopsians are bad-tempered and prone to charge, making them among the most dangerous of the dinosaur herbivorous species. They were extremely common during the late cretaceous period. The best known and most common of these creatures, triceratops, was probably about twice as heavy as an elephant.

Pentaceratops: Cretaceous herbivore, resembling a triceratops with a longer neck-frill and two extra horns protruding from under its eyes. ***Triceratops:*** Cretaceous herbivore. Unlike most other ceratopsians it does not seem to have lived in herds. ***Diceratops:*** Cretaceous herbivore; extremely rare compared to triceratops. ***Styracosaurus:*** Cretaceous herbivore with a distinctive spiky neck-frill; about half the size of triceratops. ***Monoclonius:*** Cretaceous herbivore with only one horn. ***Centrosaurus:*** Cretaceous herbivore that seems to have lived in very large herds.

Special Features

Segmented Armour Class. Ceratopsians have two AC scores: one for their armoured heads, the other for their bodies.

Special Attacks

Stomp. If a ceratopsian attacks (other than with a charge) and exceeds its required "to hit" roll by 4 or more, it has knocked down its target and will stomp on it for an additional 1d10 points of damage.

Charge. If a ceratopsian charges and hits, it inflicts triple damage.

OTHER DINOSAURS I

	ANKLYOSAURUS	CERATOSAURUS	IGUANODON	PLATEOSAURUS	STEGOSAURUS	VELOCIRAPTOR
FREQUENCY	Uncommon	Uncommon	Common	Common	Common	Common
NO. ENCOUNTERED	1d4+1	1d4	3d6	5d4	2d4	4d4
SIZE	Huge	Large	Large	Large	Huge	Large
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	60ft	150ft	150ft	120ft	60ft	150ft
ARMOUR CLASS	0 [20]	5 [15]	4 [16]	5 [15]	3 [17]	6 [14]
HIT DICE	9	8	6	8	10	6
MELEE ATTACKS	1 bite (1d4) and 1 tail (3d6)	2 claws (1d6) and 1 bite (4d4)	2 claws (1d3) and 1 bite (2d4)	1 bite (1d4)	1 tail (2d8)	1 bite (1d4) and 2 claws (1d4)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	750 +12/hp	200 +6/hp	500 +10/hp	475 +10/hp	150 +6/hp	1,000 +12/hp

A miscellany of other kinds of dinosaur, including some (anklyosaurus and stegosaurus) with bony, armoured backs. Both these creatures have an effective attack by clubbing with their tails. GMs who are fans of *Jurassic Park* may wish to increase the velociraptor's intelligence score to "semi-" or even "low".

Anklyosaurus: Huge Cretaceous herbivore. ***Ceratosaurus:*** Large Jurassic carnivore. ***Plateosaurus:*** Large Triassic herbivore. ***Iguanodon:*** Large Cretaceous herbivore. ***Stegosaurus:*** Huge Jurassic herbivore. ***Velociraptor:*** Large Cretaceous carnivore.

Special Attacks

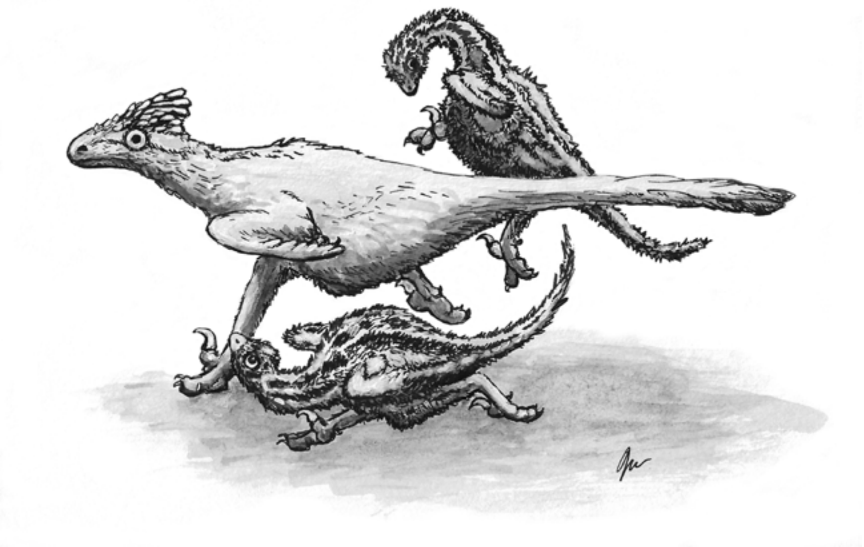
Velociraptor Rake. If a velociraptor hits with its bite, it can bring its rear claws into action as well as its foreclaws. It gains an immediate follow-up attack with the 2 rear claws (2d4), and can continue to attack with the rear claws for as long as it continues to attack the target it bit (as well as normal biting and foreclaws).

OTHER DINOSAURS II

	COMPSOGNATHUS	DEINONYCHUS	DIMETRODON	DILOPHOSAURUS	EUPARKERIA	ORNITHOLESTES
FREQUENCY	Common	Uncommon	Uncommon	Uncommon	Uncommon	Common
NO. ENCOUNTERED	8d4	1 or 2d4	3d6	1d4+1	5d8	5d4
SIZE	Small	Large	Large	Large	Small	Medium
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	180ft	120ft	90ft	150ft	180ft	120ft
ARMOUR CLASS	7 [13]	6 [14]	7 [13]	7 [13]	9 [11]	7 [13]
HIT DICE	1+2	5	7	5	1d4hp	2+3
MELEE ATTACKS	1 bite (1d6)	2 claws (1d3) 1 bite (2d6)	1 bite (1d10)	1 bite (3d4)	2 claws (1d2) 1 bite (1d4)	1 bite (1d8)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	15 +1/hp	120 +5/hp	100 +6/hp	120 +5/hp	10 +5/hp	25 +2/hp

Dimetrodon is technically a synapsid, and is anachronistic here by quite a large number of millions of years, being more separated from Tyrannosaurus in time than 21st century humans are. It had a huge "sail" on its back that may have helped it regulate its temperature. GMs who are fans of *Jurassic Park* should note the dilophosaurus presented there was a result of quite a lot of artistic license.

Compsognathus: Small Jurassic carnivore. ***Deinonychus:*** Large Cretaceous carnivore. ***Dimetrodon:*** Large Permian carnivore. ***Euparkeria:*** Small Triassic carnivore. ***Ornitholestes:*** Medium Jurassic carnivore. ***Dilophosaurus:*** Large Jurassic carnivore.



MARINE DINOSAURS

	ARCHELON	DUNKLEOSTEUS	ELASMOSAURUS	MOSASAURUS	NOTHOSAURUS	PLESIOSAURUS
FREQUENCY	Uncommon	Common	Uncommon	Uncommon	Uncommon	Common
NO. ENCOUNTERED	1d4	1d2	1d2	1d3	1d4	1d3
SIZE	Huge	Huge	Huge	Huge	Large	Huge
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	150ft swimming	210ft swimming	150ft swimming	150ft swimming	60ft; 90ft swimming	150ft swimming
ARMOUR CLASS	3 [17]	6 [14]	6 [14]	6 [14]	5 [15]	6 [14]
HIT DICE	7	10	16	12	10	20
MELEE ATTACKS	1 bite (3d4)	1 bite (5d4)	1 bite (4d8)	1 bite (4d8)	1 bite (3d6)	1 bite (5d4)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	475 +10/hp	1,000 +12/hp	2,000 +16/hp	1,200 +16/hp	1,000 +12/hp	5,000 +25/hp

None of these creatures are technically dinosaurs, though all are found in "Lost World" areas. Dunkleosteus can swallow prey whole on a roll of "20" "to hit" and actually preceded the dinosaurs by many millions of years. Elasmosaurus can also swallow whole, needing only 18–20 on its "to hit" roll to do so but otherwise as dunkleosteus. Mosasaurus filled the same ecological niche as sharks. Plesiosaurs may have preferred smaller prey than a man but would still be dangerous. Nothosaurs were amphibious, like huge seals. Archelon was a kind of gigantic turtle.

Dunkleosteus: Formerly known as *dinichthys*; Huge Devonian carnivore. ***Elasmosaurus:*** Huge Cretaceous carnivore. ***Mosasaurus:*** Huge Cretaceous carnivore. ***Plesiosaurus:*** Huge Jurassic carnivore. ***Nothosaurus:*** Large Triassic carnivore. ***Archelon:*** Huge Cretaceous carnivore.

Special Attacks

Dunkleosteus can swallow prey whole on a to-hit roll of 20.

Elasmosaurus can also swallow whole, needing only 18–20 on its "to hit" roll.

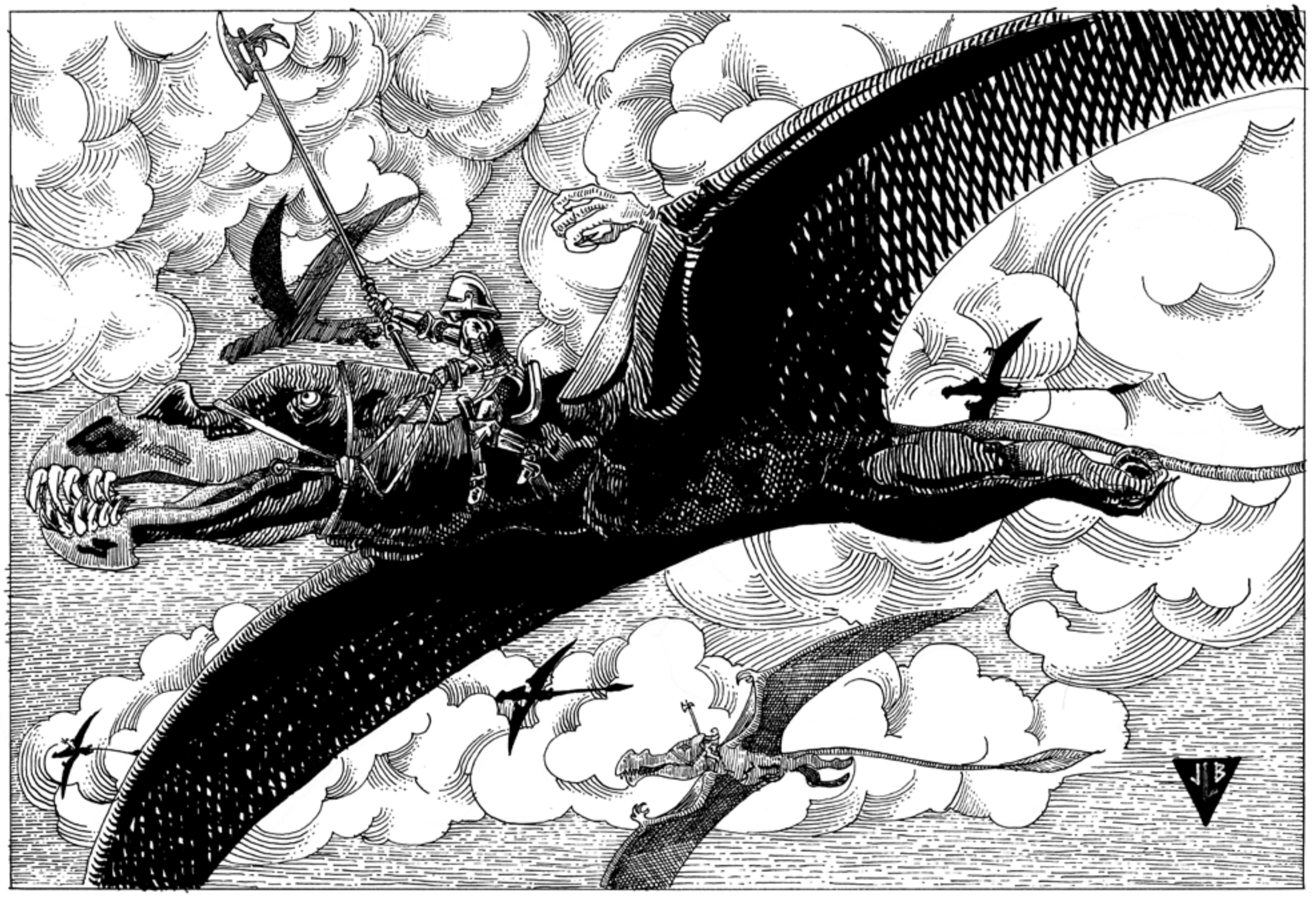
Swallow Whole. On a bite attack that rolls a natural 20, the dinosaur swallows the victim. If the victim is not rescued, they will die at the end of 6 rounds spent in the creature's stomach. It is possible for the victim to cut their way out (the inside is armour class 10 [10]). For each round the victim is inside, subtract 1 from their damage that they inflict. This penalty is cumulative for each round, so after four rounds the damage inflicted is at -4.

FLYING DINOSAURS

	ARCHAEOPTERYX	PTERADON	PTERODACTYL	QUETZALCOATLUS	RHAMPHORYNCHUS
FREQUENCY	Common	Uncommon	Common	Rare	Uncommon
NO. ENCOUNTERED	4d12	2d10	3d12	1d2	2d12
SIZE	Small	Large	Small	Huge	Large
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	300ft flying (AA:IV)	240ft flying (AA:IV)	240ft flying (AA:IV)	180ft flying (AA:IV)	210ft flying (AA:IV)
ARMOUR CLASS	10 [10]	7 [13]	8 [12]	6 [14]	7 [13]
HIT DICE	1d2 hp	4	1+2	7	2+4
MELEE ATTACKS	1 bite (1d2	1 bite (1d8)	1 bite (1d6)	1 bite (2d8)	1 bite (1d8)
SENSES	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	5 +1/hp	75 +4/hp	15 +1/hp	400 +6/hp	50 +2/hp

Pterodactyl was really several different kinds of creature, here lumped together. Quetzalcoatlus is assumed to have filled the raptor niche, while the other flying dinosaurs are assumed to have been found in flocks.

Pteranodon: Large Cretaceous carnivore. ***Pterodactyl:*** Small Jurassic carnivore. ***Archaeopteryx:*** Small Jurassic carnivore; no bigger than an ordinary bird. ***Quetzalcoatlus:*** Huge Cretaceous carnivore. ***Rhamphorhynchus:*** Large Jurassic carnivore.



DISENCHANTER

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Medium (5ft at shoulder)
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	5
MELEE ATTACKS	1 (special)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Nil
EXPERIENCE	225 +5/hp

The disenchanter resembles a rather bizarre cross between a dromedary camel and a cow, with a muscular prehensile snout stuck on for good measure. Colouration is a shimmery electric blue, and the entire creature appears to be somewhat translucent and difficult for the eye to focus upon.

The disenchanter is a thaumivore, feeding on magical power. It sucks the dweomer from enchanted objects by attaching its snout to them with a successful "to hit" roll.

The disenchanter can only be hit by magic weapons but doing so will not affect the dweomer of the weapon; only the snout has the ability to disenchant items. Even the wisest and most learned of sages know nothing about the ecology of the disenchanter or why it seems to be able to sustain itself only with magic items.

Immunities and Resistances

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Special Attacks

Disenchant Item. One touch (a normal to-hit roll) is all it takes for the disenchanter's snout to render any magic item (except major artifacts) completely inert. The creature has no other attacks and causes no physical damage of any kind. The muscular snout can be extended as much as 5ft and the disenchanter is capable of detecting relative strengths of magic enchantment, knowing, for instance, that ***plate mail +5*** will be a tastier morsel than a mere ***+1 ring of protection***.

Unarmed Combat. Disenchanters cannot be overborne or grappled, and do not employ these tactics.

DJINN (GENIE)

	DJINNI	**NOBLE DJINNI**
FREQUENCY	Very rare	Very rare
NO. ENCOUNTERED	1	1
SIZE	Large (8ft)	Large (8ft)
ALIGNMENT	Chaotic good	Chaotic good
MOVE	90ft; 240ft flying (AA:VI)	90ft; 240ft flying (AA:VI)
ARMOUR CLASS	4 [16]	4 [16]
HIT DICE	7+3	10
MELEE ATTACKS	1 slap (2d8)	1 slap (3d8)
SENSES	Infravision 60ft	Infravision 60ft
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Average (8-10) to high (13-14)	Average (8-10) to high (13-14)
MORALE	85	95
LOOT	Nil	Nil
EXPERIENCE	650 +10/hp	1200 +13/hp

Djinn (singular "djinni") come from the Elemental Plane of Air and are quite magical. They can travel the elemental planes and the Astral Plane, as well as the Prime Material. If subdued, they can be enslaved for 1,001 days. Once their service has expired, they are free and may not become enslaved again by the same creature.

A djinni can carry up to 600 lbs without tiring, either flying or walking. A djinni is able to carry double the weight on foot but only for about thirty minutes. A djinni will require an hour's rest for every 30 minutes of carrying.

Immunities and Resistances

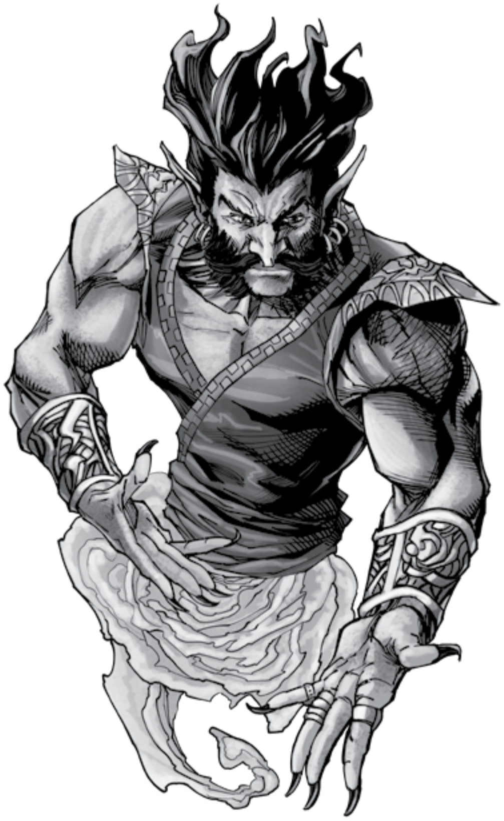
If any attack is made on the djinni by an airborne attacker, the attack will be at -1 "to hit" and -1 to damage.

Special Features

Spell-like Abilities.

At Will: Djinns can become *invisible* or enter *gaseous form* at will.

In gaseous form, the creature takes on a translucent, gaseous consistency and floats at 30ft per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind–altering spells. While in gaseous form, the creature can flow below doors and other small spaces not sealed airtight. Although magical lightning and fire do the gaseous form full damage, the creature is impervious to all other attacks.



1/day: Djinn can perform any of the following abilities once per day: create food for up to 12 people; create water or wine for up to 12 people; create up to 16 cubicft of cloth, 9 cubicft of wood, or 100 pounds of metal (the metal is not permanent and will disappear within a day); create an illusion with both sight and sound that will act on its own without being controlled. The illusion will last until it is dispelled or touched.

Three Wishes (Noble Djinn only). If subdued, a noble djinni need only grant three *wishes* to be released from service. The djinni can effectively cast three wish spells per day, but if the djinni is angry at the person asking for the wishes the wording of the request should be very specific, because the djinni will comply with the least beneficial interpretation possible.

Special Attacks

Once per day, djinn can assume the form of a whirlwind 7ft tall, 3ft across at the top, and 1ft across at the bottom. This lasts for an entire round and does 2d6 hit points of damage to all creatures caught in its path (3d6 for a noble djinn). Any creature with less than 2 hit dice are killed instantly. The djinni can move 30ft in one round while in whirlwind form, but can turn while moving, to hit a large number of opponents.

Unarmed Combat. Djinn can be targeted with grappling or overbearing attacks, and under some circumstances they may use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

Language

Djinn speak the language of the elemental plane of air, but they also have a limited form of telepathy that enables them to communicate with any intelligent creature.

DOG

	WAR DOG (MASTIFF)	**ORDINARY OR WILD DOG**
FREQUENCY	Uncommon	Common
NO. ENCOUNTERED	Varies	4d4
SIZE	Medium	Small
ALIGNMENT	Neutral	Neutral
MOVE	120ft	150ft
ARMOUR CLASS	6 [14] (or by armour type)	7 [13]
HIT DICE	2+2	1
MELEE ATTACKS	1 bite (2d4)	1 bite (1d4)
SENSES	Keen smell	Keen smell
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	N/A	50
LOOT	Nil	Nil
EXPERIENCE	50 +2/hp	10 +1/hp

War Dogs are usually large mastiffs or pit bulls, trained to fight or guard a location. They are typically armoured in leather. They do not check morale and are trained not to accept food from strangers.

Most dogs are in the "Ordinary or Wild" category, including most guard dogs.

All dogs have a 25% chance to detect the presence of an invisible person by smell. How the dog reacts to it depends on training. A war dog will usually be trained to attempt an attack (still with a -4 to hit), a guard dog may be trained to bark at anything suspicious, and a relatively untrained dog may just follow the invisible person's scent until something causes it to react differently.

Unarmed Combat. Dogs cannot be targeted with grappling or overbearing attacks, but war dogs may be trained to overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +2/-0. Grappling Result Mods: ATK/DEF na/na.

DOPPELGÄNGER

FREQUENCY	Very rare
NO. ENCOUNTERED	3d4
SIZE	Medium
ALIGNMENT	Neutral
MOVE	90ft
ARMOUR CLASS	5 [15]
HIT DICE	4
MELEE ATTACKS	1 bite (1d12)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Very (11-12)
MORALE	65
LOOT	Horde 5
EXPERIENCE	285 +3/hp

Doppelgängers are strange beings that are able to take on the forms of those they encounter, including the appearance of equipment and any clothing the victim is wearing. In its natural form, a doppelgänger is a 5ft to 6ft tall humanoid, slender with gangly limbs and half-formed features. Its flesh is pale and hairless, and its large, bulging eyes are yellow with slitted pupils. The creature will assume its natural form upon death.

Doppelgängers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate society. Their classic tactic in a dungeon is to take the form of a member of an adventuring party, dispatch them, and take their place amongst the group until a good time presents itself to kill them or rob them.

Initiative and Surprise

Stealth. Doppelgangers surprise with a roll of 1–4 on 1d6.

Immunities and Resistances

Immunities. Doppelgangers are immune to the effects of *charm* and *sleep* spells.

Improved Saving Throw. Doppelgängers make saving throws as a 10HD monster.

Special Features

ESP. Doppelgangers can use ESP (as per the spell) at will.

Natural Disguise. A doppelgänger can assume any humanoid form between 4ft to 8ft tall, but the creature must first see the victim to be copied. Any doppelgänger's attempt at physical disguise is only faulty 10% of the time, and its knowledge of the victim is facilitated by the doppelgänger's innate ESP ability.

Unarmed Combat. Doppelgangers can be targeted with grappling or overbearing attacks, and under some circumstances they may use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

DRACOLISK

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Huge
ALIGNMENT	Chaotic evil
MOVE	90ft; 150ft flying (AA:II)
ARMOUR CLASS	3 [17]
HIT DICE	7+3
MELEE ATTACKS	3 (1d6/1d6/3d4)
SENSES	Infravision 60ft
LAIR CHANCE	60%
INTELLIGENCE	Low to average (5-10)
MORALE	85
LOOT	Hoard 3 and 9
EXPERIENCE	1,000 +10/hp

Dracolisks are surmised to be the result of the mating of a black dragon and a basilisk, though rumours persist of the existence of other sorts. These fearsome creatures most resemble their draconic sires, being armoured with thick black scales and having the horns and sharp toothed maws of their forebears; they also have six powerful clawed limbs and two large wings.

Although capable of flight, dracolisks are limited to only short durations, ten or twenty minutes at the most, before they have to rest, so they principally use this form of movement to swoop down upon or escape from foes.

Special Features

Additionally, anybody unfortunate enough to be within 30ft of a dracolisk and meet its gaze must make a saving throw vs petrifaction or be turned to stone. As with its basilisk parent, the gaze attack of the dracolisk extends into the astral and ethereal planes and those who seek to avoid looking directly at the beast attack with a -4 penalty.

Special Attacks

Breath Weapon (3/day). Up to thrice a day, a dracolisk is capable of shooting an acid stream out of its mouth up to 30ft and with a width of 5ft; this causes 4d6 damage to anybody caught in its path, though a successful saving throw vs breath weapons reduces this by half.

Unarmed Combat. Dracolisks cannot be overborne or grappled, and do not employ these tactics.

Language

If a dracolisk speaks a language at all, it is usually draconic, though it may be that some can understand other languages.

DRAGONS

Dragons are, in many ways, the archetypal adversaries in OSRIC-compatible games. Some dragons are weak enough that even a relatively low level party can have a chance to fight a dragon—while others are powerful enough to pose a challenge even to a high-level party. Even parties of very high average level may well struggle to defeat a mated pair, or family group, of elder dragons!

Dragons come in various colours. In many campaigns, these colours are literal—fire-breathing dragons really do always have red scales—but in others, they may be metaphorical, allowing (for example) a green or brown "red" dragon. Some campaigns also allow the possibility of dragons with more than 8 hp per die and dragons with d10, d12 or even larger Hit Dice are possible.

There are some traits that are generally common to all dragons, no matter the colour or alignment. First, if issued with a formal challenge, a dragon will sometimes agree to fight until subdued rather than to the death. The GM should rule about the likelihood of the dragon's acceptance and the conditions that apply, since these will depend on the nature of the challenge and the alignment of the dragon. Second, dragons grow more powerful as they age (see Age Categories, below). Dragons do not roll dice for their hit points or breath weapons; these are determined by age category, which also influences a saving throw bonus and the ability to perceive invisible opponents. Third, dragons radiate an aura of fear (as the 4th level magic-user spell) affecting creatures of less than 5th level unless they save vs magic.

Unarmed Combat. Dragons cannot be overborne or grappled. A dragon might choose to overbear. Stats for unarmed combat vary by size, so the GM will have to calculate those. (Although the to-hit number will be 2+).

Size and Hit Dice

Most dragon types have 3 possibilities for their hit dice (Example: Black dragons have 6 to 8 HD). Roll a d8 to determine a dragon's hit dice, with 1-2 indicating the smallest (a black dragon with 6 hit dice), 3-7 indicating the middle number (a black dragon with 7 hit dice), and an 8 indicating the highest number (a black dragon with 8 hit dice).

For a dragon with the smallest HD number (our 6HD black dragon), the dragon's size will be approximately 4ft of body length (not including the neck or tail) per age category (see below). The middle HD number will have a body length of 5ft per age category, and the highest HD number will have a body length of 6ft per age category. The tails and necks of dragons vary, but a dragon's full length is usually about 3-4 times its body length. Any dragon with a *body length* of 9ft or less is considered Medium, a body length of 10-20ft is Large, and a body length larger than 20ft is Huge.

Age Categories

Roll 1d8 to determine the age category of a randomly-encountered dragon. Dragon hit points and breath weapon damage are determined by the dragon's age category, and older dragons have a bonus to all saving throws.

AGE CATEGORY	AGE	HIT POINTS PER HIT DIE	SAVING THROW BONUS	RADIUS OF INVISIBILITY DETECTION
1	Hatchling, Younger than 6 years.	1	+0	10ft
2	Young dragon, 6 years to 15 years	2	+0	20ft
3	Adolescent dragon, 16 years to 25 years	3	+0	30ft
4	Young adult dragon, 26 to 50 years	4	+0	40ft
5	Adult dragon, 51 to 100 years	5	+1	50ft
6	Old dragon, 101 to 200 years	6	+2	60ft
7	Very old dragon, 201 to 400 years	7	+3	70ft
8	Ancient, 401 years and older	8	+4	80ft

DRAGON, BLACK

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Chaotic evil
MOVE	120ft; 240ft flying (AA:II)
ARMOUR CLASS	3 [17]
HIT DICE	6 to 8
MELEE ATTACKS	2 claws (1d4) and 1 bite (3d6)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	30%
INTELLIGENCE	Average (8-10)
MORALE	75, 80, or 85 (by HD)
LOOT	Hoard 8
EXPERIENCE	Varies by hit dice and age

Viking champions such as Ragnar Lodbrok and Sigurd the Volsung fought fearsome dragons that spewed a corrosive venom, deadly to the touch. These dragons are the deadly black dragons. Black dragons are found mostly in swamps, marshes and deep, dark caves.

Special Features

Sleeping Dragon. A black dragon encountered in its lair has a 50% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Only 10% of black dragons are spellcasters. If it can cast spells, it does so as a magic-user, half the dragon's age category in level (1-2=1, 3-4=2, etc.).

Special Attacks

Breath Weapon. Black dragon breath is a stream of corrosive, acidic venom, 50ft long×5ft wide. It does corrosion damage equal to the dragon's (uninjured) hit points to everyone in the area of effect, but a saving throw vs dragon breath reduces this amount to half damage. The dragon may use this breath weapon up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 30% chance that a black dragon will also be able to speak common.

DRAGON, BLUE

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Lawful evil
MOVE	90ft; 240ft flying (AA:II)
ARMOUR CLASS	2 [18]
HIT DICE	8 to 10
MELEE ATTACKS	2 claws (1d6) and 1 bite (3d8)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12)
MORALE	85, 90, or 95 (by HD)
LOOT	Hoard 8, Cache 5
EXPERIENCE	Varies by hit dice and age

Deserts and dry wastes are home to the deadly blue dragons. These creatures usually dwell in vast caves or deserted towers in arid lands.

Special Features

Sleeping Dragon. A blue dragon encountered in its lair has a 30% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 30% of blue dragons are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Special Attacks

Breath Weapon. Blue dragon breath is a bolt of lightning, 100ft long×5ft wide. It does electrical damage equal to the dragon's (uninjured) hit points to everyone in the area of effect, but a saving throw vs dragon breath reduces this amount to half damage. The dragon may use this breath weapon up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 60% chance that a blue dragon will also be able to speak common.

DRAGON, BRASS

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Chaotic good or Chaotic neutral
MOVE	120ft; 240ft flying (AA:II)
ARMOUR CLASS	3 [17]
HIT DICE	6 to 8
MELEE ATTACKS	2 claws (1d4) and 1 bite (4d4)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	25%
INTELLIGENCE	High (13-14)
MORALE	75, 80, or 85 (by HD)
LOOT	Hoard 8
EXPERIENCE	Varies by hit dice and age

The blue dragons of the desert must contend with their deadly rivals, the brass dragons, who love the same arid caves. The brass dragons are not the vicious killers that the blue dragons are, although their good nature is sometimes overcome with doses of greed and self-interest.

Special Features

Sleeping Dragon. A brass dragon encountered in its lair has a 50% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 30% of brass dragons are spellcasters. If it can cast spells, it does so as a magic-user, half the dragon's age category in level (1-2=1, 3-4=2, etc.).

Special Attacks

Breath Weapon. Brass dragon breath is either a cone of *sleep*-inducing gas (70ft×20ft), or a cloud of *fear* gas (40ft×50ft,×20ft), at the dragon's choice of how to breathe. The dragon may use either breath weapon up to a total of three times per day. A saving throw vs. dragon breath negates the effect of the breath. Saves against a 6HD dragon's breath are at a +2, but they are made at -2 against that of an 8HD dragon. The duration of the effect is 10 rounds.

Language

All dragons speak the draconic tongue, and there is a 30% chance that a brass dragon will also be able to speak common.

DRAGON, BRONZE

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Lawful good
MOVE	90ft; 240ft flying (AA:II)
ARMOUR CLASS	2 [18]
HIT DICE	8 to 10
MELEE ATTACKS	3 (1d6/1d6/4d6)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	45%
INTELLIGENCE	Exceptional (15-16)
MORALE	85, 90, or 95 (by HD)
LOOT	Hoard 8, Cache 5 and 6
EXPERIENCE	Varies by hit dice and age

The reclusive bronze dragons live in caverns in temperate climates. They are interested in the ways of humanity and often use shape-changing powers to watch, observe and help people. They prefer to have their lairs in places isolated from prying eyes, however, and thus often place their entrances in lakes or ponds. They have found that their treasure hordes are tempting targets for evil or even neutral adventurers.

Special Features

Sleeping Dragon. A bronze dragon encountered in its lair has a 25% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 60% of bronze dragons are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Special Attacks

Breath Weapon. Bronze dragon breath is (at the dragon's choice) one of two types. The first is a bolt of lightning, 100ft long and 5ft wide. It does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount). The other option is to breathe a cloud of repulsion gas (20ft×30ft×30ft) which requires all subjects to save vs dragon breath or be repulsed for 6 minutes (as per the level 6 magic-user spell). The dragon may use breath weapons up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 60% chance that a bronze dragon will also be able to speak common.

DRAGON, COPPER

FREQUENCY	Uncommon to rare
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Chaotic good
MOVE	90ft; 240ft flying (AA:II)
ARMOUR CLASS	1 [19]
HIT DICE	7 to 9
MELEE ATTACKS	2 claws (1d4) and 1 bite (3d6+2)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	35%
INTELLIGENCE	High (13-14)
MORALE	80, 85, or 90 (by HD)
LOOT	Hoard 8, Cache 5
EXPERIENCE	Varies by hit dice and age

Copper dragons live in wild and rugged places. They do not seek out the company of humans and are quite reclusive. However, they have a strong sense of morality, and will occasionally assist humans in need. When they do, they are happy to accept any reward offered, for they are as greedy as most other dragon types.

Special Features

Sleeping Dragon. A copper dragon encountered in its lair has a 40% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 40% of bronze dragons are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Special Attacks

Breath Weapon. Copper dragon breath is a blast of acid, like a black dragon's breath, that does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount); or it may breathe a cloud of *slowing* gas (20ft×30ft×30ft) which requires all subjects to save vs breath weapon or be slowed (as the spell) for 6 minutes. The dragon may use breath weapons up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 45% chance that a copper dragon will also be able to speak common.

DRAGON, GOLD

FREQUENCY	Very rare
NO. ENCOUNTERED	1d3
SIZE	Varies by age
ALIGNMENT	Lawful good
MOVE	120ft; 300ft flying (AA:II)
ARMOUR CLASS	-2 [22]
HIT DICE	10 to 12
MELEE ATTACKS	2 claws (1d8) and 1 bite (6d6)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	65%
INTELLIGENCE	Genius (17-18)
MORALE	95, 100 or 105 (by HD)
LOOT	Hoard 8, Cache 4, 5, and 6
EXPERIENCE	Varies by hit dice and age

Often shaped like the sinuous dragons of Asian myth, gold dragons epitomise law and goodness, and are typically just and kindly. They are interested in the ways of man and often use shape-changing powers to watch, observe and help people. They prefer to have their lairs in places isolated from prying eyes, however, and thus often place their entrances in lakes or ponds. They have found that their treasure hordes are tempting targets for evil or even neutral adventurers.

Special Features

Sleeping Dragon. A gold dragon encountered in its lair has a 10% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 90% of gold dragons are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Polymorph. A gold dragon can cast *polymorph self* as an innate ability three times per day.

Special Attacks

Breath Weapon. Gold dragon breath is a blast of fire (like that of a red dragon) or a cloud of poison gas (like a green dragon), at the dragon's option. The dragon may use breath weapons up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 90% chance that a gold dragon will also be able to speak common.

DRAGON, GREEN

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Lawful evil
MOVE	90ft; 240ft flying (AA:II)
ARMOUR CLASS	2 [18]
HIT DICE	7 to 9
MELEE ATTACKS	2 claws (1d6) and 1 bite (2d10)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	40%
INTELLIGENCE	Average (8-10) to very (11-12)
MORALE	80, 85, or 90 (by HD)
LOOT	Hoard 8
EXPERIENCE	Varies by hit dice and age

Particularly renowned for their foul temper, which is said to be even more venomous than their breath, green dragons prefer to live in caverns or ruins in or near forests.

Special Features

Sleeping Dragon. A green dragon encountered in its lair has a 40% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 20% of green dragons are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Special Attacks

Breath Weapon. Green dragon breath is a cloud of toxic gas, 50ft long, 40ft wide, and 30ft high. It does poison damage equal to the dragon's (uninjured) hit points to everyone in the area of effect, but a saving throw vs dragon breath reduces this amount to half damage. The dragon may use this breath weapon up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 45% chance that a green dragon will also be able to speak common.

DRAGON, RED

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Chaotic evil
MOVE	90ft; 240ft flying (AA:II)
ARMOUR CLASS	-1 [21]
HIT DICE	9 to 11
MELEE ATTACKS	3 (1d8/1d8/3d10)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	60%
INTELLIGENCE	Exceptional (15-16)
MORALE	90, 95, or 100 (by HD)
LOOT	Hoard 8, Cache 5 and 6
EXPERIENCE	Varies by hit dice and age

The archetypal red dragon is Smaug from *The Hobbit.*

Special Features

Sleeping Dragon. A red dragon encountered in its lair has a 20% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 40% of red dragons are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Special Attacks

Breath Weapon. Red dragon breath is a cone of flame, 90ft long and 15ft radius at the base, emanating from the mouth of the creature. It does fire damage equal to the dragon's (uninjured) hit points to everyone in the area of effect, but a saving throw vs dragon breath reduces this amount to half damage. The dragon may use this breath weapon up to three times per day.

Language

All dragons speak the draconic tongue, and there is an 80% chance that a red dragon will also be able to speak common.

DRAGON, SILVER

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Lawful good
MOVE	90ft; 240ft flying (AA:II)
ARMOUR CLASS	-1 [21]
HIT DICE	9 to 11
MELEE ATTACKS	3 (1d6/1d6/5d6)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	55%
INTELLIGENCE	Exceptional (15-16)
MORALE	90, 95, or 100 (by HD)
LOOT	Hoard 8, Cache 6
EXPERIENCE	Varies by hit dice and age

Dwelling in high places such as mountaintops or among the clouds, like gold dragons, silver dragons epitomise law and goodness. They are interested in the ways of humankind and often use shape-changing powers to watch, observe and help people. They prefer to have their lairs in places isolated from prying eyes, however, and thus often place their entrances in lakes or ponds. They have found that their treasure hordes are tempting targets for evil or even neutral adventurers.

Special Features

Polymorph. A silver dragon can cast *polymorph self* as an innate ability three times per day.

Sleeping Dragon. A silver dragon encountered in its lair has a 15% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Roughly 75% of silver dragons who can speak are spellcasters. If it can cast spells, it does so as a magic-user with a level equal to the dragon's age category.

Special Attacks

Breath Weapon. Silver dragon breath is a blast of frost (like that of a white dragon) or a cloud of paralysing gas (like a green dragon except those who fail their saves are paralysed for 3d4 turns), at the dragon's option. The dragon may use breath weapons up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 75% chance that a silver dragon will also be able to speak common.

DRAGON, WHITE

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d4
SIZE	Varies by age
ALIGNMENT	Chaotic evil
MOVE	120ft; 300ft flying (AA:II)
ARMOUR CLASS	3 [17]
HIT DICE	5 to 7
MELEE ATTACKS	2 claws (1d4) and 1 bite (2d8)
SENSES	Infravision 60ft, Detect invisibility by age category
LAIR CHANCE	30%
INTELLIGENCE	Low (5-7)
MORALE	70, 75, or 80 (by HD)
LOOT	Hoard 5, Cache 1 and 5
EXPERIENCE	Varies by hit dice and age

Almost the antithesis of the fiery red dragon is the frost-rimed white dragon of the frigid north. Although lesser than their red cousins in size, power and intelligence, they are at least as evil.

Special Features

Sleeping Dragon. A white dragon encountered in its lair has a 60% chance to be sleeping when the adventurers approach. If the dragon is asleep, there is a 1 in 6 chance that it will awaken from the mere presence of adventurers. Dragons also sometimes feign sleep.

Spellcasting Dragon. Only 5% of white dragons are spellcasters. If it can cast spells, it does so as a magic-user, half the dragon's age category in level (age category 1-2= level 1, category 3-4= level 2, etc.).

Special Attacks

Breath Weapon. White dragon breath is a cone of deadly frost, 50ft long and 25ft diameter at the base. It does damage equal to the dragon's (uninjured) hit points to all in the area of effect, but a save vs breath weapons reduces the damage to half. The dragon may use this breath weapon up to three times per day.

Language

All dragons speak the draconic tongue, and there is a 20% chance that a white dragon will also be able to speak common.

DRAGON TURTLE

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Huge
ALIGNMENT	Neutral
MOVE	30ft; 90ft swimming
ARMOUR CLASS	0 [20]
HIT DICE	12 to 15
MELEE ATTACKS	2 claws (2d6) and 1 bite (4d8)
SENSES	Standard, Detect invisible 25%, 35%, 45% or 55% by HD
LAIR CHANCE	5%
INTELLIGENCE	Very (11-12)
MORALE	Depends on HD
LOOT	Hoard 2, Cache 4-6, Cache 8
EXPERIENCE	12HD: 2750 +16/hp 13HD: 3300 +17/HP 14HD: 3950 +18/HP 15HD: 4600 +19/HP

Dragon turtles are not true dragons, but they are clearly related, looking much like a dragon with a turtle shell.

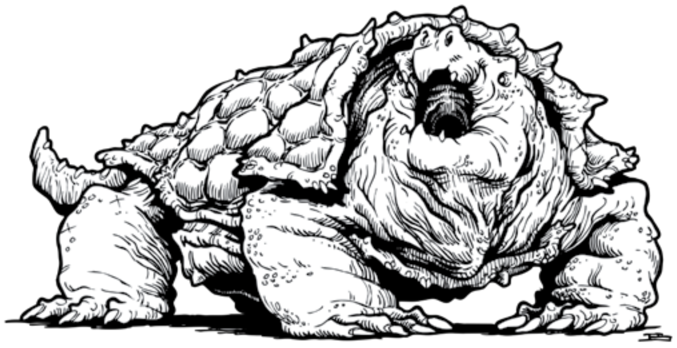
Special Attacks

Breath Weapon. Dragon turtles can breathe a cone of steam, 60ft long and 40ft wide at the base. It does damage equal to the dragon turtle's (uninjured) hit points to all in the area of effect, but a save vs breath weapons reduces the damage to half. The dragon turtle may use this breath weapon up to three times per day.

Unarmed Combat. Dragon turtles cannot be overborne or grappled, and do not employ these tactics.

Language

Dragon turtles speak their own language and that of the Neutral alignment. There is a 20% chance that a dragon turtle will also be able to speak common.



DRYAD

FREQUENCY	Very rare
NO. ENCOUNTERED	1d6
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	10 [10]
HIT DICE	2
MELEE ATTACKS	1 (1d2)
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	High (13-14)
MORALE	55
LOOT	Individual 4 (x100), Cache 3 (x10)
EXPERIENCE	100 +3/hp.

Dryads are tree sprites who dwell in the most remote locations. Dryads are female, although male "hamadryads" are encountered just as often. Dryads all have a home tree that houses their spirits (if this tree is killed, the dryad dies). They are never far (400 yards, or thereabouts) from this spirit-tree. Dryads are non-violent and will never attack unless they have no other choice.

Dryads and hamadryads, as fey creatures, have a tendency to kidnap humans using their charm ability. If successful, there is a 50% chance the victim will never be seen again. If they do return to civilisation, it will be at least 1d4 years later.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Spell-Like Abilities

At Will: Dryads can *dimension door* by stepping into any nearby tree, returning to their own spirit-tree.

3/day: A dryad can cast a *charm person* spell thrice per day.

Unarmed Combat. Dryads and hamadryads can make grappling or overbearing attacks, but ordinarily don't. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

Language

Dryads have their own language as well as elven, pixie, sprite, and they can also speak with animals.

DWARF

FREQUENCY	Common
NO. ENCOUNTERED	4d100
SIZE	Small (4ft)
ALIGNMENT	Lawful good
MOVE	60ft
ARMOUR CLASS	4 [16]
HIT DICE	1
MELEE ATTACKS	By weapon
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12)
MORALE	50
LOOT	Individual 4 (x5); in lair Hoard 7, Cache 3 (x20) and 4
EXPERIENCE	30 +1/hp

Dwarfs are sturdy demi-humans who live in extended clans. They typically make their homes in rocky hills. Dwarfs are led by higher level leader types (additional to the number encountered die roll) as follows:

- For every 40 dwarfs: 2nd to 6th level fighter (1d6, 1 = 2nd level, 2–6 = level indicated by die roll).
- If over 160 dwarfs: 1 6th level fighter (chief) & 1 4th level fighter (lieutenant).
- If over 200 dwarfs: 1 fighter/cleric (of 3rd to 6th level as fighter and 4th to 7th level as cleric).
- If over 320 dwarfs: 1 8th level fighter, 1 7th level fighter, 1 6th level fighter/ 7th level cleric.
- If encountered in their lair: 2d6 fighters (2nd to 5th level), 2d4 fighter/clerics (2nd to 4th level), plus 1d100 noncombatant dwarfs.

Higher level fighters and fighter/clerics have a 10% chance (per level) of having magic armour or weapons.

Dwarfs are typically armoured in chain mail and carry shields. Axes and hammers are their weapons of choice. Dwarfs receive a +1 on “to hit” rolls vs goblins, orcs, and hobgoblins due to their intense hatred of these ancestries. When in melee with giants, trolls, and ogres, these opponents must fight at -4 due to their size and the skill of dwarfs in fighting such opponents.

Description: Dwarfs grow long beards, and usually favour dark, sombre colours for their clothing, with flashes of bright colours. They are short but have stocky builds and are known for their great strength. In some campaign worlds, they may wear kilts.

Mountain Dwarfs: These dwarfs are similar to their cousins, the hill dwarfs (described above), except they have 1d8+1 hit dice and they are slightly taller (4.5ft tall).

Immunities and Resistances

Saving Throw Bonus (Poison and Magic). Dwarfs are a hardy people, and save vs poison and magic as if they were 4 levels (or hit dice) higher than their actual level.

Special Features

Ancestral Features. Dwarfs have the same ancestral features as dwarven player characters.

Unarmed Combat. For a dwarf wearing chainmail: If not fended off, they score an unarmed hit with a 14+ on 1d20. Hit Mods: ATK/DEF +4/-0. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

Language

Dwarfs speak common, goblin, gnome, kobold, and orc in addition to their own tongue.

E

EEL, GIANT

	MORAY EEL	ELECTRIC EEL	WEED EEL
FREQUENCY	Uncommon	Rare	Very rare
NO. ENCOUNTERED	1d3	1d4	1d6 x10
SIZE	Large	Medium	Small
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	90ft swimming	120ft swimming	150ft swimming
ARMOUR CLASS	6 [14]	9 [11]	8 [12]
HIT DICE	5	2	1d6 hp
MELEE ATTACKS	3d6	1d4	1 + poison
SENSES	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	100%
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A
LOOT	Nil	Nil	Cache 1, 2, 4
EXPERIENCE	110 +4/hp	40 +2/hp	30 +1/hp

GIANT MORAY EELS

Giant morays are saltwater dwellers with a nasty temper and a mouth full of teeth. Though they will generally keep to themselves if not molested, giant moray eels are often found in the service of locathah (q.v.) as both battle mounts and guards. Giant morays encountered in those circumstances are extremely aggressive. On rare occasions, a giant moray eel will be found in fresh water.

GIANT ELECTRIC EELS

Electric eels are non-aggressive freshwater dwellers, preferring warm water. Rumours persist of a saltwater electric eel which is double the size and delivers a jolt twice as powerful.

Special Attacks

Electric Jolt. If an electric eel feels threatened or is attacked it will discharge a jolt of electricity. This electrical charge causes any creature within 5ft of the eel to take 3d8 points of damage, all creatures within a 5ft to 10ft range will take 2d8 points of damage, and all creatures within 10ft to 15ft take 1d8 hp damage. No saving throw is allowed, though certain magic items and spells may grant immunity or reduced damage from the electrical attack.

WEED EELS

Weed eels are found in both salt and fresh water, preferring depths of around 30ft. Weed eels are so-called because of their brownish green colouration, and because they tend to anchor themselves in the rocks and dirt of the sea or lake bed, looking for all the world like a bed of seaweed. A weed eel lair consists of many small tunnels of about 6 inches diameter which eventually join into a series of 6ft tunnels, which in turn lead to a large cave which is the actual lair. The cave is usually about 600 square ft and the eels pave the bottom of it with any suitable material they find: small stones, gems, coins, and similar-sized shiny objects. Any attempt by anyone or anything other than a weed eel to enter any hole leading to the lair will provoke an immediate attack by every eel in the colony.

Special Attacks

Poison Bite. Weed eels have a single biting attack which injects a powerful poison into the wound: the victim must save or die.

EFREET

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Lawful evil
MOVE	90ft; 240ft flying
ARMOUR CLASS	2 [18]
HIT DICE	10
MELEE ATTACKS	1 fist (1d8 blunt plus 2d8 fire)
SENSES	Standard, Sixth sense 5%
LAIR CHANCE	Nil
INTELLIGENCE	Very (11-12)
MORALE	95
LOOT	Nil
EXPERIENCE	7,000 +12/hp

Efreet are creatures from the Elemental Plane of Fire, and can travel the elemental planes (although they usually avoid the Elemental Plane of Water), the ethereal or astral planes, and the Prime Material Plane. They hate djinn and attack them on sight. They are lawful and follow agreements and contracts to the letter, if not necessarily the original intention. An agreement or contract to serve, if you can persuade or threaten the efreet into consenting to one, binds the efreet to obedience for 1,001 days or until it has granted three wishes, whichever is earlier. Once the Efreet's service is complete, it is freed, and cannot be subdued by the same person again.

Efreet are strong and can carry 750 lbs without being encumbered.

Immunities and Resistances

Immune to fire. Efreet ignore fire damage and fire-related effects.

Special Features

Spell-Like Abilities. Efreet can cast the following spells, without material components:

At Will: *detect magic*, *enlarge* (only on the efreet itself), *invisibility* (only on the efreet itself), *polymorph self, wall of fire, Improved phantasmal force*.

Gaseous Form. Efreet can turn themselves to a cloud of luminous, burning flame. While in this form, the Efreet can fit through a gap one inch wide, can't be restrained, and isn't affected by being prone.

Three Wishes. Many efreet can cast the *wish* spell, but only to grant another's wish—they can't grant wishes for themselves or for other efreet. They can use this power to grant up to three wishes, and regain spent uses at dawn. Some efreet don't have this power.

Special Attacks

Ranged Attack (Hurl Flame). Efreet can attack with 1 hurled flame (3d6 fire damage) with a range of 90ft (not modified by range increments).

Unarmed Combat. Efreet can be targeted with grappling or overbearing attacks, and under some circumstances they may use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

Languages

Efreet have limited telepathy. Any creature that understands at least one language, understands the efreet; and the efreet can understand it. In addition, efreet have their own language, and all speak Ignan, the lingua franca of the Elemental Plane of Fire. Almost all efreet met on the Prime Material Plane also speak Common and many speak other languages as well.

ELEMENTAL

	AIR	EARTH	FIRE	WATER
FREQUENCY	Very rare	Very rare	Very rare	Very rare
NO. ENCOUNTERED	1	1	1	1
SIZE	Large	Large	Large	Large
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	360ft flying (AA:VI)	60ft	120ft	60ft; 180ft swimming
ARMOUR CLASS	2 [18]	2 [18]	2 [18]	2 [18]
HIT DICE	8, 12, or 16	8, 12, or 16	8, 12, or 16	8, 12, or 16
MELEE ATTACKS	1 strike (2d10)	1 strike (4d8 or 4d6; see below)	1 strike (3d8)	1 strike (5d6)
SENSES	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil
INTELLIGENCE	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
MORALE	N/A	N/A	N/A	N/A
LOOT	Nil	Nil	Nil	Nil
EXPERIENCE	8 HD: 900 +12/hp 12 HD: 2,000 +16/hp 16 HD: 3,650 +20/hp	8 HD: 900 +12/hp 12 HD: 2,000 +16/hp 16 HD: 3,650 +20/hp	8 HD: 900 +12/hp 12 HD: 2,000 +16/hp 16 HD: 3,650 +20/hp	8 HD: 900 +12/hp 12 HD: 2,000 +16/hp 16 HD: 3,650 +20/hp

Elementals are formless (but material) manifestations of a spirit from one of the elemental planes of existence, which takes shape as a pure and animate form of the element. They are usually summoned by a spell, but can also form in places of high magic or with a close connection to the elemental plane.

Unarmed Combat. Elementals cannot be overborne or grappled, and do not usually employ these tactics other than occasionally overbearing.

Language

Each of the elemental planes has its own language. Elementals understand the speech of their home plane and the common tongue. They can speak only in the tongue of their native planes, and even this is only a very rudimentary skill; they do not have the same kind of thoughts as most sapient beings, which makes communication difficult.

AIR ELEMENTALS

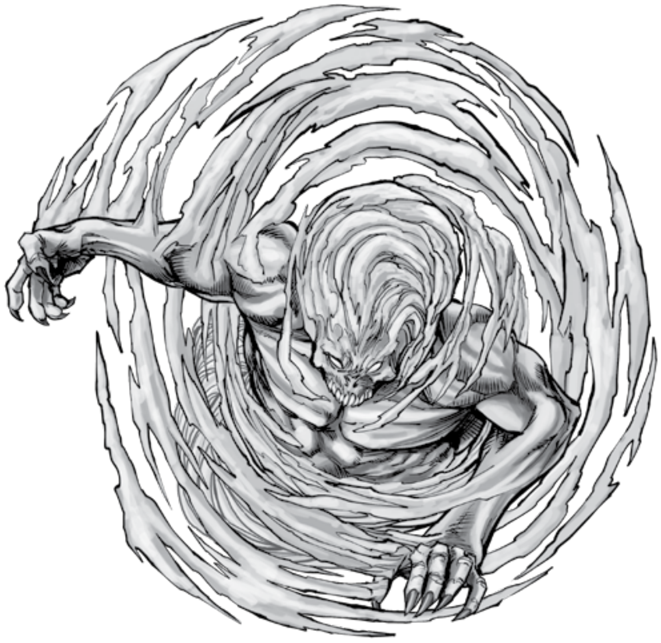
Air Elementals are creatures from the Elemental Plane of Air, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they take the form of billowing air, visible only because of the dust or vapour blown around by the air column.

Immunities and Resistances

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Special Attacks

Airborne Combat. The air elemental's great airborne speed makes it a swift and formidable opponent. Against an airborne opponent it gains +1 "to hit" and +4 to damage.



Whirlwind. Air Elementals may also use a whirlwind attack if so commanded. To do this, the Air Elemental must assume the form of a small cyclone, which takes one full turn (10 combat rounds). Typically, this appears to be 30ft in diameter at the top and funnels down to 10ft in diameter at its base; the cone extends 20ft in height for every 4 HD the elemental possesses. This whirlwind attack lasts for only one round, but any creatures with less than 3 hit dice that find themselves within it are slain; creatures with 3 HD or more take 2d8 damage. Should the cyclone for some reason be unable to reach its full height, only creatures with less than 2HD will suffer immediate death, whilst all others take only 1d8 damage.

EARTH ELEMENTALS

Earth Elementals are creatures from the Elemental Plane of Earth, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they seem to be vaguely humanoid mounds of stone, earth, metal and crystal. Whilst they may have a discernible head and face, it is usually devoid of expression.

Immunities and Resistances

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Special Features

Pass Through Stone. Earth elementals pass through rock and earth without hindrance, as they do along the ground, but they cannot travel through the air nor in (or over) water unless they remain in contact with the earth.

Destroy Structures. The power of Earth Elementals against ground-built structures and fortifications is truly devastating; they are capable of reducing small structures to rubble in a matter of minutes and even the largest will eventually collapse if the Elemental is free to work against it. If need be, this can be measured as an automatic 2d4 points of structural damage (see “Strongholds”) per round.

Special Attacks

Earth Contact. When an earth elemental attacks opponents who are also in contact with the earth, their great limbs strike for 4d8 points of damage; against foes who are *not* in contact with ground, the Earth Elemental strikes for only 4d6 points of damage.

FIRE ELEMENTALS

Fire Elementals are creatures from the Elemental Plane of Fire, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they take the form of a great flickering sheet of flame, which occasionally seems to have a somewhat humanoid shape.

Fire Elementals may not travel across or enter non-flammable liquids; they cannot, for instance, cross broad rivers without the aid of a bridge or a similar contrivance, though they can leap narrow streams.

Immunities and Resistances

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Special Attacks

Fists of Flame. Those unlucky enough to be struck by the fiery appendages of these elementals not only suffer 3d8 points of damage, but any combustible items exposed will be set alight if they fail a saving throw against magical fire, which is subject to a -2 penalty. Creatures capable of innately controlling or otherwise making use of fire are somewhat resistant to the Fire Elementals, taking only 3d6 points of damage if struck by one.

WATER ELEMENTALS

Water Elementals are creatures from the Elemental Plane of Water, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they take the form of a great wave of water or other liquid, constantly in motion, but retaining an almost humanoid shape. Some claim that they have sea green eyes, of a sort, and others that they were able to discern a mouth.

Immunities and Resistances

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Special Attacks

Melee Combat. Water Elementals forced to fight on land cannot do so more than sixty yards from the place at which they entered the plane they are currently on, which on the Prime Material Plane is generally the place of summoning. Additionally, when fighting on land they strike opponents for only 5d4 points of damage. If surrounded by water (including marshy terrain), they attack for 5d6 blunt damage.

Sink Ships. Ships are particularly vulnerable to Water Elementals, which are capable of overturning any vessel with a tonnage equal to or less than their HD, and of stopping the movement of those with a tonnage equal or less than the Water Elemental’s hit points. Ships with a greater tonnage than the Elemental has hit points total can travel at 1% of their speed for each point by which tonnage exceeds the elemental’s hit points.

ELEPHANT

	AFRICAN	ASIAN	MAMMOTH	MASTODON
FREQUENCY	Common	Common	Very rare	Very rare
NO. ENCOUNTERED	1d12	1d12	1d12	1d12
SIZE	Huge	Huge	Huge	Huge
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	150ft	150ft	150ft	150ft
ARMOUR CLASS	6 [14]	5 [15]	6 [14]	6 [14]
HIT DICE	11	10	13	12
MELEE ATTACKS	2 tusks (2d8), 1 trunk (2d6) and 2 front feet (2d6)	2 tusks (2d6), 1 trunk (2d6) and 2 front feet (2d6)	2 tusks (3d6), 1 trunk (2d8) and 2 front feet (2d8)	2 tusks (2d8), 1 trunk (2d6) and 2 front feet (2d6)
SENSES	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)	Animal (1)	Animal (1)
MORALE	100	95	110	105
LOOT	Nil	Nil	Nil	Nil
EXPERIENCE	1,400 +14/hp	1,100 +13/hp	2,300 +17/hp	1,900 +16/hp

Elephants are large mammals found in subtropical climates, where they roam wide open plains and grasslands in small herds or families. They have a tough hoary grey hide, four sturdy legs, two large tusks, a great trunk that they use to manipulate their surroundings and two very large ears. African elephants are typically larger than their Asian cousins and have proportionally larger ears, but both are relatively intelligent animals that can be trained to work as beasts of burden and obey simple commands and are occasionally even used for warfare. Mammoths and mastodons are thought to be the ancestors of the common elephant, the principal difference being their great woolly coats, which make them better suited to subarctic environments.

In general, elephants are relatively peaceful creatures, but when roused they can be devastating.

Treasure: Ivory is worth 1d6×100 gp per tusk. An elephant tusk is hugely encumbering (due to the size as much as the weight).

Special Attacks

Limitation on Multiple Attacks. No single opponent may be subject to more than two of an elephant's attacks at one time, though elephants can simultaneously combat as many enemies as it has attacks.

Unarmed Combat. Elephants cannot be overborne or grappled, and do not employ these tactics.

ELF

FREQUENCY	Uncommon
NO. ENCOUNTERED	20d10
SIZE	Medium
ALIGNMENT	Chaotic good
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	1+1
MELEE ATTACKS	By weapon
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	High (13-14)
MORALE	50
LOOT	Individual 5 each; lair Hoard 7, Cache 5, 6
EXPERIENCE	30 +1/hp

Sometimes elves live in a complex civilisation, other times they are found living in wild bands. While there are several different types of elves, most do share the following traits:

Elves live in a rather loose society where independent clans pledge their support to a central ruler. They will likely place their homes in a secluded thicket or meadow.

When encountered in groups of 20 or more there will likely be a fighter of 2nd level or better. If there are 40 or more then there will probably be a 2nd level fighter / 2nd level magic-user or better in the group. If there are 100 or more elves then the leader is likely to be a 4th level fighter / 8th level magic-user with 2 additional 4th level fighters / 5th level magic-users, and a 4th level fighter / 4th level magic-user / 4th level cleric.

Typically elves will wear scale, ring, or chain armour and shield. They will be usually armed with spears, swords, and bows. Higher level fighter / magic-users and fighter / magic-user / clerics have a 10% chance per level per class to possess some sort of usable magic item.

Surprise and Initiative

Surprise. Elves have the ability to move quietly when in natural surroundings, and are able to surprise on a roll of 1–4 on a d6 in a normal, unexpected encounter.

Undetectable in Certain Surroundings. Elves are able to blend into foliage and become virtually invisible, so long as they do not attack. In forested terrain, this allows for undetectable ambushes with one round of automatic surprise.

Immunities and Resistances

Resistance to Sleep and Charm. Elves have a 90% resistance to *sleep* and *charm* effects.

Special Features

Ancestral Features. Elves have the same ancestral features as a player character elf.

Special Attacks

Melee Attack. Elves attack with a +1 “to hit” with longswords.

Ranged Attack. When using any pulled bow elves receive a +1 to their attack roll.

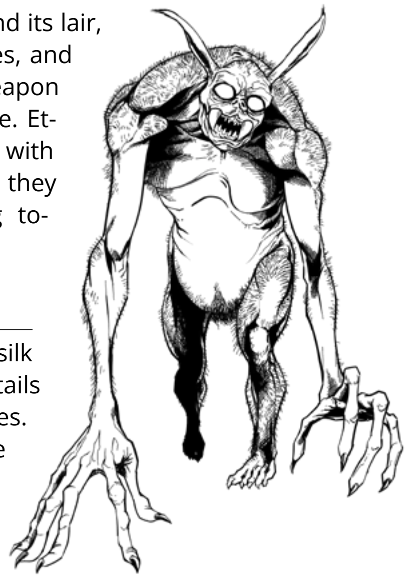
Unarmed Combat. For an elf wearing chainmail: If not fended off, they score an unarmed hit with a 14+ on 1d20. Hit Mods: ATK/DEF +6/-4. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/+0.

Language

Elves have their own language, and can also speak common, goblin, orc, hobgoblin, gnoll, halfling, and gnome.

ETTERCAP

FREQUENCY	Rare
NO. ENCOUNTERED	1d2
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	120ft
ARMOUR CLASS	6
HIT DICE	5+1
MELEE ATTACKS	3 (1d4/1d4/1d8)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Semi- (2-4)
MORALE	70
LOOT	Nil
EXPERIENCE	150 +5/hp



Ettercaps appear to be humanoid arachnids. An ettercap will use its silk to prepare traps around its lair, such as webs and tripwires, and may use a silk-based weapon such as a lasso or garrotte. Ettercaps can communicate with spiders of all types, and they are often found working together with giant spiders.

Special Features

Webs. Ettercaps can spin silk from their short, stubby tails like a giant spider does. These are used to create traps around the lair, or to snare passers-by in ambushes.

Special Attacks

Poison Bite. The ettercap’s bite is venomous. Anyone bitten must make a saving throw vs. poison or die.

Unarmed Combat. Ettercaps can be targeted with grappling or overbearing attacks, although they don’t use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

ETTIN

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Large (13ft)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	3 [17]
HIT DICE	10
MELEE ATTACKS	1 club (2d8) and 1 other club (3d6)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low (5-7)
MORALE	95
LOOT	Cache 1 each; Hoard 3 and Cache 11 in lair
EXPERIENCE	1,370 +14/hp

Ettins are two-headed giants, nocturnal creatures that live below ground. Each of an ettin’s heads controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d8. Ettins are seldom surprised because one head or the other is usually keeping watch.

Surprise and Initiative

Surprise. Ettins are only surprised on a 1 in 6.

Unarmed Combat. Ettins can attack and be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

Language

Ettins speak giantish, and each head has a 20% chance to speak common.

EXECUTIONER'S HOOD

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Small
ALIGNMENT	Neutral evil
MOVE	60ft
ARMOUR CLASS	6 [14]
HIT DICE	3 to 6 hit dice
MELEE ATTACKS	1 (1d4)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Semi- (2-4)
MORALE	N/A
LOOT	Nil
EXPERIENCE	250 +4/hp

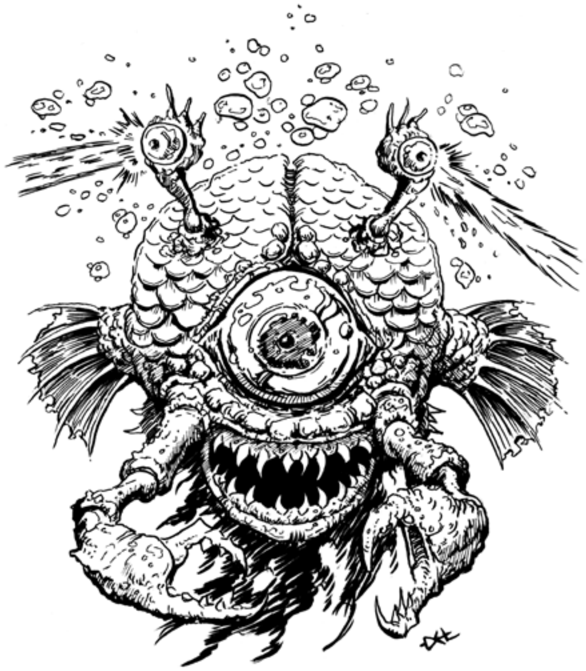
A small, weird monster that may be related to the lurker above, the executioner's hood often dwells underground or in ruins. The creature drops from above to cover a victim's head and suffocate them. Because the executioner's hood actually surrounds its victim's head, any attack affecting the creature will also affect its victim.

The only known ways to remove an executioner's hood are to kill it or to bathe it in alcohol, which will intoxicate it until it becomes flaccid and helpless.

Special Attacks

Strangle. The executioner's hood drops from niches, cracks or anchor-points on the ceiling onto its victim's head and begins to strangle. If its first attack is successful, the creature will hit automatically each round thereafter, inflicting rolled damage (1d4 hp).

Unarmed Combat. Executioner's hoods cannot be overborne or grappled, and do not employ these tactics.



EYE OF THE DEEP

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Lawful evil
MOVE	60ft swimming
ARMOUR CLASS	5
HIT DICE	11
MELEE ATTACKS	2 pincers (2d4) and bite (1d6)
SENSES	Standard
LAIR CHANCE	20%
INTELLIGENCE	Very (11-12)
MORALE	100
LOOT	Cache 4
EXPERIENCE	3,000 +16/hp

The eye of the deep is a fish, globular in shape (about 4ft in diameter) with a massive central eye. Two further eyes on stalks sprout from the top of the monster, two huge lobster-like pincers emerge from the side, and it has a gaping maw below.

Special Attacks

Each eye has a unique power.

Central Eye. The central eye can fire a cone 30ft long and 20ft in diameter at the base that stuns all within the area of effect for 2d4 rounds (save vs aimed magic items to avoid the effect)

Eyestalks. The left and right eyestalks can cast *hold monster* and *hold person* respectively, once each per round, at will. The two eyestalks together can cast *phantasmal force* once per round, at will, if not used to cast *hold* spells.

F

FISH, GIANT

	GIANT GAR	GIANT PIKE	LEVIATHAN
FREQUENCY	Rare	Rare	Very rare
NO. ENCOUNTERED	1d6	1d8	1
SIZE	Large	Large	Huge
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	300ft swimming	300ft swimming	300ft swimming
ARMOUR CLASS	3 [17]	5 [15]	6 [14]
HIT DICE	8	4	24
MELEE ATTACKS	1 bite (2d10)	1 bite (3d6)	1 bite (5d4)
SENSES	Standard	Standard	Detect invisible 45%
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A
LOOT	Nil	Nil	Nil
EXPERIENCE	575 +4/hp	90 +10/hp	5,000 +24/hp

GIANT GAR

Giant gar live in deep rivers and lakes.

Special Attacks

Swallow Whole. Giant gar can swallow prey whole on an attack roll of 20, including creatures up to Medium size. A swallowed person has a cumulative 5% chance per segment of drowning, but if they have a bladed weapon they can try to cut their way out of the fish. To do so, 25% of the giant gar's total hp must be inflicted. Any piercing attack against a giant gar has a 20% chance of causing equal damage to a swallowed creature.

GIANT PIKE

Giant pike are aggressive predators found in larger and deeper lakes. They often guard nixie lairs.

Surprise and Initiative

Due to their great speed and acuity of vision, giant pike will surprise their prey on a 1–4 on 1d6.

LEVIATHANS

Leviathans are huge fish that may originate from the deepest oceans or the Elemental Plane of Water.

Special Attacks

Capsize Ships. Leviathans can overturn small vessels 90% of the time, oceangoing ships 50% of the time, and huge vessels 10% of the time.

Swallow Whole. A successful "to hit" roll inflicts the damage shown and any creature attacked must save vs death or be swallowed whole (see "giant gar" for the effects of this).

FLY, GIANT

	GIANT BLOW FLY	GIANT HORSEFLY
FREQUENCY	Rare	Very rare
NO. ENCOUNTERED	1d12	1d6
SIZE	Medium	Large
ALIGNMENT	Neutral	Neutral
MOVE	90ft; 300ft flying (AA:III)	90ft; 300ft flying (AA:III)
ARMOUR CLASS	6 [14]	5 [15]
HIT DICE	3	6
MELEE ATTACKS	1d8+1	2d6
SENSES	Standard	Standard
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)
MORALE	N/A	N/A
LOOT	Nil	Nil
EXPERIENCE	40 +3/hp	165 +6/hp

Giant flies are more massive than the normal variety of flying insects and thus are Aerial Agility: Level III, though they can hover. They do retain a normal fly's ability to react quickly and thus they can jump away from an attack in only 1 segment. This jumping defensive move is a backward springing leap which carries the giant fly 30ft away and does not count as a retreat for purposes of a free attack. Giant flies cannot be overborne or grappled, and do not employ these tactics.

GIANT BLOW FLY

Giant blow flies have a shiny metallic green or blue body covered with coarse black hair. Their large eyes are a dark orange colour. These flies will rarely attack living prey unless someone is covered with blood or has open wounds. They are also attracted to sweet food and drink; an abundance of these might garner the attention of this monster. Giant flies are more often encountered wherever there is an abundance of their preferred diet: carrion, rotting food, and malodorous refuse.

Special Attacks

The bite of a giant blow fly has a 10% chance of infecting the victim with disease.

GIANT HORSEFLY

This giant insect is even larger than the giant blow fly and far more aggressive. The giant horsefly dines on fresh blood and it will land on any warm-blooded creature is encounters, attempting to draw blood from the target with its bite. Giant horseflies are flat tan and brown in colour, with shiny brown eyes.

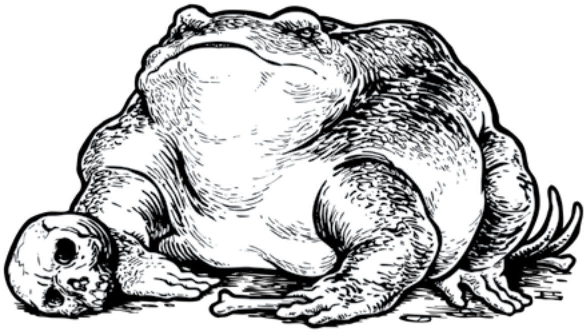
Special Attacks

Suck Blood. After a successful bite, the horsefly continues to automatically inflict damage as it draws blood from the bite wound. This process can only be halted by killing the giant horsefly.

FROG, GIANT

FREQUENCY	Uncommon
NO. ENCOUNTERED	5d8
SIZE	Small to Medium
ALIGNMENT	Neutral
MOVE	30ft; 90ft swimming
ARMOUR CLASS	7 [13]
HIT DICE	1 to 3
MELEE ATTACKS	1 (1d3, 1d6 or 2d4)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	1 HD: 10 +5/hp 2 HD: 30 +10/hp 3 HD: 50 +15/hp

Giant frogs can be 2, 4, or 6ft in length. They are found anywhere their normal-size cousins are. A 2ft frog weighs 50 lbs and can jump 180ft, a 4ft frog weighs 150 lbs and can jump 140ft, and a 6ft frog weighs 250 lbs and can jump 100ft.



Surprise and Initiative

Giant frogs have natural camouflage and surprise on a roll of 1–4 on 1d6.

Special Attacks

Tongue Pull. The frog can shoot its tongue up to three times its body length, and has +4 to hit with this attack. The tongue does no damage: it only sticks to the victim. Any creature hit with the tongue can attempt to free itself by striking the tongue. If the victim manages to strike the tongue, the frog will retract it and attack a different target next round.

If the victim is not freed and weighs less than the frog, the frog will pull the victim into its mouth, inflicting maximum damage automatically each round thereafter. If the victim weighs more than the giant frog it will take 2 rounds to drag the victim into its mouth. If the victim is more than double the frog's weight, the frog will not be able to move the victim (on the 3rd round the frog will release its tongue).

Swallow Whole. If the frog scores a natural 20 on an attack, it has swallowed its prey (unless the target is a larger size than the frog). A giant frog can swallow whole anything elf-sized or smaller. If swallowed, there is a chance for the victim to cut their way out. They must have in hand a sharp edged weapon and score an 18 or better. Prey get three attempts to escape. Any hit to the giant frog, that has swallowed its victim, has a 33% chance of doing damage to the victim as well.

Unarmed Combat. Giant frogs cannot be overborne or grappled, and do not employ these tactics.

FUNGI, VIOLET

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Small to Medium
ALIGNMENT	Neutral
MOVE	10ft
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	1d4 branches (special)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	110 +2/hp

Violet fungi look like shriekers and in fact the two are often found growing together. The plants are usually 4ft to 7ft tall, and each plant has 1d4 branches growing out of it. At 4ft tall, the fungi will have 1ft branches. For every foot taller the fungi grows, the branches grow a foot longer.

Immunities and Resistances

Plant Immunities. This creature doesn't need to eat, drink, sleep, or breathe as an animal would. Magic can't put it to sleep. Gases can't harm it, and it is immune to poison and disease. It does not rely upon sight, so it automatically detects invisible opponents.

Special Attacks

Spores. When the fungi detects movement nearby it will wave its branches around, releasing its spores. Anyone within 4ft must save vs poison or their exposed flesh will begin to rot within 1 round. Anyone who fails their save will die in 1d4+4 rounds unless the rotting is stopped by a *cure disease* spell.

G

GARGOYLE

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d8
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	90ft; 150ft flying (AA:IV)
ARMOUR CLASS	5 [15]
HIT DICE	4+4
MELEE ATTACKS	2 claws (1d3), 1 horn (1d4) and 1 bite (1d6)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low (5-7)
MORALE	70
LOOT	Nil
EXPERIENCE	155 +4/hp

Gargoyles are cruel creatures, 90% likely to attack any living creature they encounter. They resemble statues of winged humanoids, and are almost indistinguishable from carved stone until they move. They are usually encountered in ruins and underground caverns.

Immunities and Resistances

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Unarmed Combat. Gargoyles can attack and be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

GELATINOUS CUBE

FREQUENCY	Uncommon
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	60ft
ARMOUR CLASS	8 [12]
HIT DICE	4
MELEE ATTACKS	1 (2d4)
SENSES	Special
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	See below
EXPERIENCE	150 +4/hp

Gelatinous cubes are dungeon scavengers. They move slowly through corridors and rooms, absorbing carrion, fungi, algae and other nutrients from the surfaces they touch.

Gelatinous cubes can only digest organic material, and they will sometimes sweep up inorganic substances (including metal items such as coins, glass or ceramic items such as potion bottles, etc.). These incidental items are sometimes kept in the body of the 'cube for many days before being ejected. Such items form the creature's treasure.

Surprise and Initiative

Being silent and virtually transparent, gelatinous cubes have a higher-than-usual chance to surprise (1–3 on 1d6).

Immunities and Resistances

Ooze. This creature cannot be knocked prone, and is not affected by lack of light, invisible opponents, gases, or other circumstances that would not affect an ooze.

Immunities. Gelatinous cubes are immune to electricity, *fear*, *sleep*, *hold*, *paralysis*, and *polymorph*.

Reaction to Cold. Cold-based attacks *slow* a gelatinous cube (as the spell) but only inflict a maximum of 1d4 damage, unless they make a saving throw, in which case the cold-based attack will have no effect at all (including the slowing effect).

Special Attacks

Paralysing Touch. The touch of a gelatinous cube causes paralysis for 3d6+2 rounds (a saving throw vs paralysation is permitted to avoid this effect).

Unarmed Combat. It should go without saying that gelatinous cubes cannot and should not be overborne or grappled. They do not employ these tactics.

GHAST

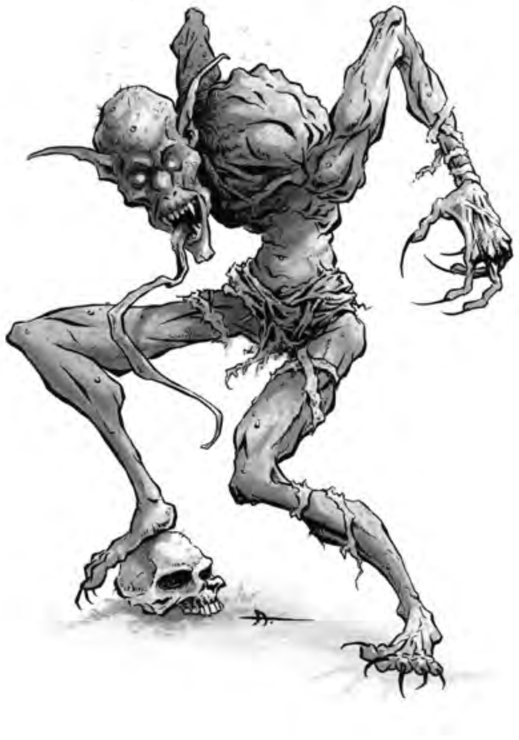
FREQUENCY	Rare
NO. ENCOUNTERED	1d6
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	4 [16]
HIT DICE	4
MELEE ATTACKS	2 claws (1d4) and 1 bite (1d8)
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Very (11-12)
MORALE	65
LOOT	Hoard 2, Cache 3, 4, 5 and 6
EXPERIENCE	195 +4/hp

These terrible undead creatures are more powerful versions of ghouls, and are indistinguishable from them save their terrible stench, released when engaged in melee. Ghasts, when acting as a pack, can travel the dream-realms and can also enter the lower planes. However, this takes too long for it to be a factor in combat situations. Certain entities of the higher hells use ghasts as slaves.

Immunities and Resistances

Turned as Undead. Ghasts are turned as type 6 Undead.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.



Immune to Protection from Evil. Ghasts are not affected by *protection from evil* spells (or effects, such as a paladin's ability).

Special Features

Stench. When ghasts are in melee combat, they release a stench of death so strong that anyone within 10ft must make a saving throw vs poison. Anyone affected by the stench begins retching, suffering -2 to all actions, including to-hit rolls and damage.

Special Attacks

Paralysation. If a ghast hits with its claws or bite, the victim must make a saving throw vs. paralysation or be paralysed for 3d4 full turns.

Unarmed Combat. Ghasts can attack and be targeted with grappling or overbearing attacks although they seldom use this tactic. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

GHOST

FREQUENCY	Very Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Any evil
MOVE	90ft floating
ARMOUR CLASS	0 [20] when manifest/special
HIT DICE	10+4
MELEE ATTACKS	1 (Wither)
SENSES	Infravision 60ft, Detect invisible 25%
LAIR CHANCE	25%
INTELLIGENCE	High (13-14)
MORALE	100
LOOT	Hoard 5, Cache 5
EXPERIENCE	4,200 +14/hp

Ghosts are the spiritual remains of extremely evil humans who have been denied the ordinarily inexorable movement of their souls to the outer planes of existence after discarding their mortal shell. This sundering of their metaphysical essence creates a foul thing, roaming dark and desolate places, existing in both the ethereal plane and the prime material, seeking to slake a thirst that can never be sated. This exigent need for living essences is what drives these spirits into contact with mortals. The ghost has different attributes when non-manifest (ethereal) and after it has manifested.

A ghost's first attack, before it manifests itself, is an attempt at a magic jar. Any creature within 180ft is threatened by the being's magic jar ability, as per the spell. The ghost cannot be attacked while it is still unmanifested (unless the attacker is also ethereal). If the magic jar fails, then the ghost will manifest itself, taking on an ectoplasmic quality. Specially forged "pure" metals, especially silver, can cause half-damage to a ghost while it is manifested in this fashion, and magic weapons can affect it normally.

Immunities and Resistances

Turned as Undead. Ghosts are turned as type 11 Undead.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Ethereal Form. Until the ghost manifests itself physically, it is immune to all attacks, spell or no, unless the attacker has a method to become ethereal. Even if the spell caster is in this state, ghosts are still immune to many forms of spells, though no sage has recorded what those magics might be. Magical weapons used in an ethereal state against a ghost typically have to strike against AC 7 [13] or 8 [12].

Immune to Non-Silver Mundane Weapons. Once manifested, the ghost is still immune to piercing, blunt, and slashing damage from weapons, unless the weapon causing that damage has a magical bonus of +1 or more, or is silver (which only inflicts half damage unless also magical).

Special Features

Deadly to Look Upon. Merely beholding the awfulness of the ghost requires a saving throw vs magic (bonus described below). Failure causes the viewer to flee in panic (for 2d8 turns) and initiates a weaker form of the ghost's wither attack—which ages the victim 3d6 years as the ghost feasts on the life of the victim. Clerics level 7 or greater can ignore this effect, as they have a better understanding of how to ward off such metaphysical forces, while other creatures with 9 or more hit dice or levels gain a +3 to their saves.

Special Attacks

Magic Jar. A ghost's first attack, before it manifests itself, is an attempt at a magic jar. Any creature within 180ft is threatened by the being's magic jar ability, as per the spell.

Wither. The manifest state allows the ghost to strike victims physically, with the full power of their withering attack—causing the victim to age 7d6 years per successful attack, no save possible. Victims who exceed their allotted lifespan are forever dead, with only a wish capable of reversing this end.

Optional Rule: As an abstract way of handling aging, for every 10 years of aging, the victim is treated as having a -1 to all saving throws (until the aging is reversed). If the victim has been aged 60 years (120 years in the case of demi-humans), this indicates death from old age. Demi-humans generally have a longer lifespan than 120 years, but it's easy to consider that ghostly aging is also quite traumatic.

Unarmed Combat. Ghosts cannot be overborne or grappled, and do not employ these tactics.

GHOUL

FREQUENCY	Uncommon
NO. ENCOUNTERED	4d6
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	6 [14]
HIT DICE	2
MELEE ATTACKS	1d3/1d3/1d6
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low (5-7)
MORALE	55
LOOT	Horde 2, Cache 6
EXPERIENCE	70 +2/hp

Ghouls are undead creatures, possibly once human. Loping through the darkness with their vague canine cast and long, black, marrow-licking tongues, they haunt graves and ruins, seeking the flesh of the dead and the living. Though their minds are warped by the transformation, and their general intellect stunted, they still retain a terrible cunning, and they attack in fearless packs to good effect, bringing down the living to feast on their remains. Any person killed by ghouls will eventually rise as a ghoul unless the body is *blessed*. Such casualties can be *raised* from the dead normally, as well, as long as it is done before the ghoul transformation sets in.

Protection from evil will keep these things at bay.

Ghouls are also said to be able travel the lands of dreams, using them as conduit to enter the waking world of men at various graveyards, and escaping without a trace. Marine ghouls are called "lacedons" and are sometimes found on ghost ships or dwelling in wrecks on the sea bed.

Immunities and Resistances

Turned as Undead. Ghouls are turned as type 3 Undead.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

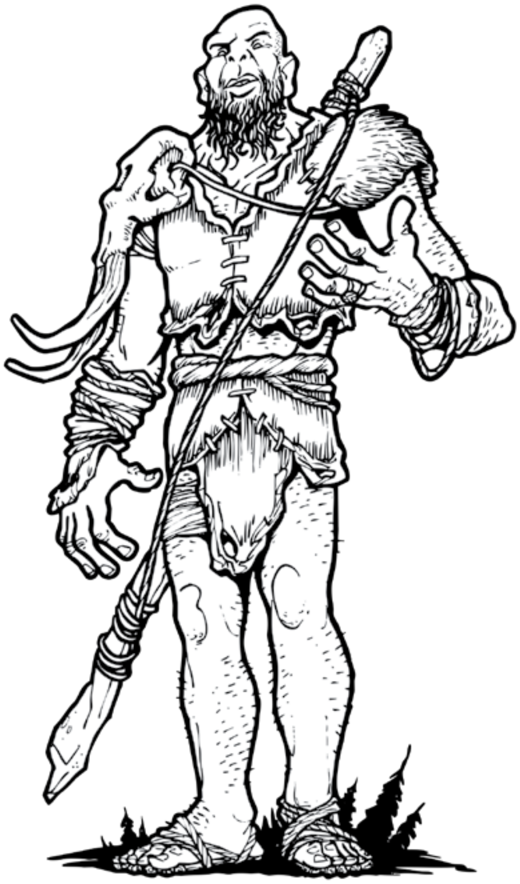
Special Attacks

Paralysation. Any human or demi-human (except elves) hit by a ghoul must make a saving throw vs. paralysis or be paralysed for 3d4 turns.

Unarmed Combat. Ghouls can attack and be targeted with grappling or overbearing attacks although they seldom use this tactic. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/-0.

Language

Ghouls, unlike most undead, have their own language which they share with ghasts. Their voices are weird and eldritch, sometimes described as "meeping" and "glibbering".



GIANTS

Far from being mere brutes, giants' cunning makes up for their sometimes low intelligence. Giants can sometimes be persuaded, so long it is within their interests, to cooperate with other beings of like alignment.

Despite the diversity of giant types, these monsters share some common characteristics. Giants are able to lift and throw large rocks like a catapult, even at close range, with their immense strength of 19–25. Immature giants function at a percentage of that of adults.

Giants' great love of gold nearly matches their strength, and they commonly carry 1,000–6,000 coins, usually gold, with them when away from their cave dens. As if in defence of this treasure, they also commonly carry one or two rocks to use as convenient weapons.

Giants speak one language unique to their type, as well as their alignment language.

GIANT, CLOUD

FREQUENCY	Rare
NO. ENCOUNTERED	1d6
SIZE	Large (18ft tall)
ALIGNMENT	Neutral good (50%) or Neutral evil (50%)
MOVE	150ft
ARMOUR CLASS	2 [18]
HIT DICE	12 (+1d6 hp)
MELEE ATTACKS	1 weapon (6d6)
SENSES	Infravision 60ft, Detect invisible 15%
LAIR CHANCE	40%
INTELLIGENCE	Average (8-10) up to very (11-12)
MORALE	110
LOOT	Hoard 5, Cache 3 (x5)
EXPERIENCE	3,520 +16/hp

Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles are on clouds given substance by magic. The majority (90%) of these giants have average intelligence; the remainder are very intelligent and most often live in castles in the sky. Cloud giants often dress in flowing clothing and fancy jewellery. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue.

When multiple giants are found in a castle, there is a 75% chance that it is a family consisting of two adults, with any remaining giants being children (treat as ogres). The other 25% of the time, all of the giants are adults. Evil cloud giants have a 50% chance to be keeping 1d3 human slaves, and also have a 50% chance to own 1d4 prehistoric lions.

Surprise and Initiative

Sense of Smell. Cloud giants are rarely (1 on 1d6) surprised due to their impressive olfactory abilities.

Special Features

Levitation. The "very intelligent" class of cloud giants have the ability to levitate the equivalent of 20,000 gp, plus their body weight, twice a day.

Special Attacks

Ranged Attack (Thrown Rock). All cloud giants can throw rocks to inflict 2d12 blunt damage from 10 to 240ft distance from a target, and can catch thrown rocks 60% of the time.

Unarmed Combat. Cloud giants cannot be targeted with grappling or overbearing attacks, and do not use this tactic.

GIANT, FIRE

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d8
SIZE	Large (12ft)
ALIGNMENT	Lawful evil
MOVE	120ft
ARMOUR CLASS	3 [17]
HIT DICE	11 (+1d4 hp)
MELEE ATTACKS	1 weapon (5d6)
SENSES	Infravision 60ft, Detect invisible 5%
LAIR CHANCE	35%
INTELLIGENCE	Low up to average (5-10)
MORALE	105
LOOT	Hoard 5
EXPERIENCE	2,720 +16/hp

Fire giants' hair is the red and orange colour of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. The commonly wear armour on their broad, 6ft wide shoulders. This armour is sometimes made from the skin of dragons.

Like cloud giants, fire giants often live in castles (50%), but are just as likely to frequent caves. It is not uncommon for many adult fire giants to live together. When more than six fire giants are encountered, the additional individuals will be immature and will only have a percentage of adult capabilities (as hill giants or ogres).

Fire giants sometimes share their lairs with 1d4 hell hounds (25% chance).

Immunities and Resistances

Immune to Fire. As their name suggests, all fire giants are unharmed by fire. This extends to the flame breath produced by red dragons.

Special Attacks

Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 10ft to 200ft (2d10 hit points of blunt damage), and can similarly catch (50% chance) thrown rocks.

Unarmed Combat. Fire giants cannot be targeted with grappling or overbearing attacks. They will occasionally make an overbearing attack. If not fended off, they score an unarmed hit with a 16+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +4/na. Grappling Result Mods: ATK/DEF na/na.

GIANT, FROST

FREQUENCY	Rare
NO. ENCOUNTERED	1d8
SIZE	Large (15ft)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	10 (+1d4 hp)
MELEE ATTACKS	1 weapon (4d6)
SENSES	Infravision 60ft, Sixth sense 5%
LAIR CHANCE	30%
INTELLIGENCE	Low up to average (5-10)
MORALE	100
LOOT	Hoard 5
EXPERIENCE	1,820 +14/hp

Frost giants have the overall appearance of giant, muscled barbarians. They have light yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. These giants get their name from their love of the cold. They often live within frosty caverns, but also have a propensity to take up residence in castles, as do some of their other giant kin.

Winter wolves often share residence with frost giants (50% chance, 1d12 in number). When encountering more than 4 frost giants, the first six giants are adults, and additional individuals will be immature (treat as hill giants or ogres).

Immunities and Resistances

Immune to Cold. Frost giants are completely immune to ill effects from cold, including the bone–chilling breath of white dragons.

Special Attacks

Ranged Attack (Thrown Rocks). Frost giants can cause 2d10 hit points in damage by throwing large rocks from between 10ft to 200ft. Likewise, they can catch rocks tossed at them with a 40% probability.

Unarmed Combat. Frost giants cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

GIANT, HILL

FREQUENCY	Common
NO. ENCOUNTERED	1d10
SIZE	Large (10.5ft)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	8+1d2
MELEE ATTACKS	1 (2d8)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Low (5-7)
MORALE	85
LOOT	Hoard 4
EXPERIENCE	1,200 +12/hp

In many ways hill giants resemble large ogres, and they will often wield some type of bludgeoning weapon. They dress in animal skins and live in mostly inhospitable locations. Half of the time hill giants have other animals or beings guarding their homes. When guards are present, there is a 30% probability they are 1 to 3 giant lizards, 20% probability they are 2d4 ogres, and 50% probability they are 2d4 dire wolves. When encountering more than 4 hill giants, the first seven are adults and additional individuals are young (treat as ogres).

Special Attacks

Ranged Attack (Thrown Rocks). Hill giants can cause 2d8 hit points in damage by throwing large rocks from between 10ft to 200ft. Likewise, they can catch rocks tossed at them with a 30% probability.

Unarmed Combat. Hill giants cannot be targeted with grappling or overbearing attacks. They will occasionally make an overbearing attack. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +4/na. Grappling Result Mods: ATK/DEF na/na.

GIANT, STONE

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d8
SIZE	Large (12ft)
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	0 [20]
HIT DICE	9+1d4
MELEE ATTACKS	1 (3d6)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Average (8-10)
MORALE	90
LOOT	Hoard 4
EXPERIENCE	1,500 +14/hp

Stone giants are partially named for their stone-like complexions and iron coloured eyes. Their hair is also dark-stone coloured, sometimes with hints of blue. Whereas hill giants often use wooden clubs, stone giants prefer stone and wear skins the colour of stone.

These giants live in mountainous locations exclusively, in caverns or otherwise in the earth. They are most active at night. Three-quarters of the time stone giants have 1d4 cave bears guarding their homes. When encountering more than 4 stone giants, the first six adults. Additional giants are young (treat as hill giants or ogres).

Stone giants sometimes share their lairs with cave bears (50% chance of 1d4).

Special Attacks

Ranged Attack (Thrown Rocks). Stone giants can cause 3d10 hit points in damage by throwing large rocks from between 10 to 300ft. Likewise, they can catch rocks tossed at them with a 90% probability.

Unarmed Combat. Stone giants cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

GIANT, STORM

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Huge (21ft)
ALIGNMENT	Chaotic good
MOVE	150ft
ARMOUR CLASS	1 [19]
HIT DICE	15 (+1d6 hit points)
MELEE ATTACKS	1 (7d6)
SENSES	Infravision 60ft, Detect invisible 80%
LAIR CHANCE	30%
INTELLIGENCE	Exceptional (15-16)
MORALE	125
LOOT	Hoard 5, Cache 3 (x10), Cache 5
EXPERIENCE	6,000 +20/hp

There are two typical appearances of storm giants, related to their preference for environment. Those who choose to live underwater are often of green hair, eyes and skin, while those who reside on land have purple skin, eyes either purple or cloudy grey, and blue–tinted black hair.

Storm giants are the most formidable of giants in many campaigns. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely (10% of the time) storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like other giants, storm giants have a fondness for pets and if living above water will have 1d4 griffons 30% of the time and 1 or 2 rocs 70% of the time. However, storm giants who have their castle abodes under water will instead have 2d4 sea lions.

Immunities and Resistances

Immune to Electricity. Storm giants are immune to all damage by electricity, including the fearsome electrical bolt breathed by the dreaded blue dragon.

Special Features

Spell-Like Abilities.

1/day: *lightning bolt* (8d8 damage), *call lightning* (10 to 15d6 damage, 3 bolts), *control winds, predict weather, and weather summoning*.

2/day: *levitate* their own weight plus an additional weight equal to 30,000 gold pieces two times per day.

Underwater Abilities. Storm giants can breathe and otherwise function underwater unimpeded.

Unarmed Combat. Storm giants cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

GNOLL-KIN

FLIND

FREQUENCY	Rare
NO. ENCOUNTERED	2d12
SIZE	Medium (6.5ft)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	2+3
MELEE ATTACKS	2d4 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	55
LOOT	Hoard 1
EXPERIENCE	40 +4/hp

Flinds are close relatives of, and to a degree resemble, gnolls. Flinds stand 6.5ft tall, with powerful limbs and a leonine head. Both flinds and gnolls regard flinds as a majestic, superior form of gnoll. Groups of gnolls are often led by one or more flinds, and the gnolls will obey any order given by a flind without question. A gnoll defending its flind leader will not check for morale unless the flind is killed.

If 20 or more flinds are encountered, there will be a leader type with 3+3 hit dice, a strength of 18 (+1 "to hit" and +2 damage). Leader type flinds always wield a disarming weapon in combat.

Regarding Player Character Use of Flindish Disarming Bars: The wielder must be medium-sized or larger, and possess minimum ability scores of 13 in both strength and dexterity. The disarm function can only be used by PCs who select the flindbar as a weapon of proficiency.

Special Attacks

Strength. Flinds attack with a +1 to-hit bonus due to strength.

Disarm. There is a 25% chance that any particular flind wields a disarming weapon, a pair of iron bars linked by a short piece of chain. A flind wielding one of these weapons can make two attacks per round for 1d4 hp bludgeoning damage. For every hit, the victim must save vs aimed magic items or be disarmed.

Unarmed Combat. Flinds can attack and be targeted with grappling or overbearing attacks although they seldom use this tactic. If not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +8/-4. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF +2/-2.

Language

Flinds share a common language with gnolls and can also speak bugbear, hobgoblin, ogrish, and orcish. They are generally on friendly terms with these humanoid ancestries and will work with them as need arises. For unknown reasons, flinds do not like, and will not cooperate with, trolls.

GNOLL

FREQUENCY	Uncommon
NO. ENCOUNTERED	20d10
SIZE	Large (7ft)
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	5 [15]
HIT DICE	2
MELEE ATTACKS	2d4 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low to average (5-10)
MORALE	55
LOOT	Individual 3, 4 each; in lair Hoard 4, Cache 3 (x5), and Cache 5
EXPERIENCE	30 +2/hp

Gnolls resemble tall humans, but they have the head of a hyena and are covered in yellowish-grey hair. They live and travel in small, roving bands. There are rumours of a gnoll overlord, though if one exists its power and reach are limited. In general, these creatures are scavengers, raiders, and thieves, their behaviour analogous to hyena packs.

Raiding parties of gnolls are led by a leader with 16 hp, fighting as a 3 HD monster.

Gnoll bands (when encountered in a lair) are led by a chieftain (AC 3 [17], 22 hp, attacking as a 4 HD monster, and inflicting 2d4+2 damage), and 2d6 guards (AC 4 [16], 20 hp, attacking as a 3 HD monster, inflicting 2d4+1 damage).

Gnolls have been known to ally with orcs, hobgoblins, bugbears, and even trolls.

Unarmed Combat. Gnolls can attack and be targeted with grappling or overbearing attacks although they seldom use this tactic. If not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +6/-2. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF +2/-2.

Language

Gnolls speak troll, their own barked tongue which they share with flinds, the chaotic evil alignment tongue, and occasionally orcish and hobgoblin.

GNOME

FREQUENCY	Rare
NO. ENCOUNTERED	40d10
SIZE	Small
ALIGNMENT	Neutral good or Lawful good
MOVE	60ft
ARMOUR CLASS	5 [15]
HIT DICE	1
MELEE ATTACKS	1d6 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12)
MORALE	50
LOOT	Individual 4 (x3) each; in lair Hoard 3, Cache 3 (x20)
EXPERIENCE	10 +1/hp

Gnomes live underground in hills that they have burrowed into, seeking gems and precious metals. They are divided into clans which are rather competitive with each other, but are never outright hostile. They are a distant relative to dwarfs.

For every 40 gnomes encountered there usually is a fighter of 2nd level or higher levels acting as leader. When the groups are of 200 or more there are clerics as well, usually 4th level or higher.

Most of the time the gnomes will have badgers, or other burrowing animals, that they have trained to act as sentries.

Typically when gnomes are encountered they will be wearing studded leather armour or ring armour and a shield. Gnomes are usually armed with a club and spear, sometimes with a short sword and spear.

Immunities and Resistances

Saving Throw. Due to their natural resilience to both magic and poison, gnomes save against these effects at four levels higher than they actually are.

Nimbleness. When gnomes battle gnolls, bugbears, ogres, trolls, or giants these creatures receive a -4 to their attack rolls due to the gnomes' smaller size and nimbleness.

Special Features

Gnomes are excellent miners, possessing the abilities to detect whether a passage slopes upward or downward or if a corridor, walls, floors or ceiling is safe or not. They can even estimate depth and direction underground.

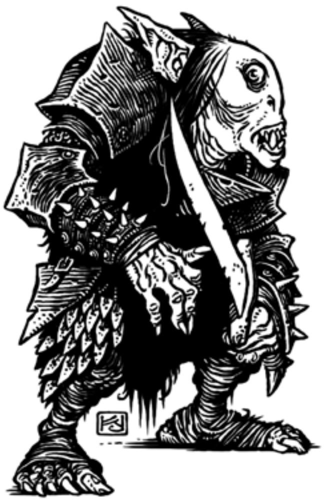
Special Attacks

Kobolds and Goblins. When gnomes fight kobolds and goblins they gain an additional +1 to hit.

Unarmed Combat. Gnomes can attack and be targeted with grappling or overbearing attacks. For a gnome wearing chain mail - if not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +4/+0. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

Language

In addition to their own language, gnomes can also speak kobold, goblin, halfling, dwarfish, and can also speak a language commonly known to all burrowing animals.



GOBLIN

FREQUENCY	Uncommon
NO. ENCOUNTERED	40d10
SIZE	Small (4ft)
ALIGNMENT	Lawful evil
MOVE	60ft
ARMOUR CLASS	6 [14]
HIT DICE	1d8-1 hit points
MELEE ATTACKS	1d6 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Average (low) (8-10)
MORALE	50
LOOT	Individual 2 each; in lair Hoard 3
EXPERIENCE	10 +1/hp

Goblins are small evil creatures with a yellow-to-red or a greenish-coloured skin tone. They typically wear leather armour, and have an average lifespan of 50 years. They are subterranean, and are only found on the surface when raiding or in the very darkest of forests. Goblins have a deep hatred of gnomes and dwarfs and will attack them on sight.

Goblins are organised into war-bands, with the strongest ruling the war-band. The bands all owe fealty to the goblin king.

A goblin raiding party will be led by a captain and 4 sergeants, each with 7 hp and who will fight as orcs (1 HD monsters).

A goblin war party will be led by a sub-chief and personal guards (2d4). They will fight as hobgoblins (each with 8 hp, AC 5 [15], and doing 1d8 damage). There is a 1 in 4 chance that any war party will be mounted on worgs.

A goblin lair will be led by a chief and personal guards (2d4). They will fight as gnolls (each with 12 hp, AC 4 [15], doing 2d4 damage). Worgs are often used as guards of goblin lairs, and sometimes a small band of bugbears will be found there as well.

Goblins are good cavers and have a chance (25%) to note new or unusual construction.

Immunities and Resistances

Vulnerability to Light. Goblins are subterranean creatures that detest direct sunlight, and will fight at -1 if exposed to it.

Unarmed Combat. Goblins can attack and be targeted with grappling or overbearing attacks although they seldom use this tactic. If not fended off, they score an unarmed hit with a 10+ on 1d20. Hit Mods: ATK/DEF +4/-2. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

Language

Goblins speak kobold, orcish, hobgoblin, lawful evil, and their own language.

GOLEM

A golem is a magically created monster. Of the four basic types, three are created with earthen materials, while the flesh golem is created from human body parts. The creation process requires powerful spells, rare components, and eldritch forces.

The golems listed below are typically humanoid in shape.

A golem has hit dice equal to its hit points divided by 4.5 rounded up; thus, for example, a stone golem has 14 hit dice (60 hp/4.5).

Magical creatures may strike a golem with effect if the creature's hit dice equal or exceed that of the golem.

Unarmed Combat. Golems cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

	CLAY GOLEM	FLESH GOLEM	IRON GOLEM	STONE GOLEM
FREQUENCY	Very rare	Very rare	Very rare	Very rare
NO. ENCOUNTERED	1	1	1	1
SIZE	Large (8ft)	Large (7.5ft)	Large (12ft)	Large (9.5ft)
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	70ft	80ft	60ft	60ft
ARMOUR CLASS	7 [13]	9 [11]	3 [17]	5 [15]
HIT DICE	50 hp	40 hp	80 hp	60 hp
MELEE ATTACKS	1 (3d10)	2 fists (2d8)	1 fist 4d10	1 (3d8)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	Nil	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Semi- (2-4)	Non- (0)	Non- (0)
MORALE	Special	Special	Special	Special
LOOT	Nil	Nil	Nil	Nil
EXPERIENCE	2,800	2,180	8,550	4,040

CLAY GOLEM

A clay golem is a construct created through the following procedure: a lawful good cleric of at least 17th level (or a lower level cleric of same alignment using a magical tome written for such a process) creates a man–shaped figure out of clay and then undertakes an uninterrupted ritual involving material components worth no less than 20,000 gp, vestments and ritual items worth another 30,000 gp and the spells *resurrection*, *animate object*, *commune*, *prayer* and *bless*.

Immunities and Resistances

Immune to Non-Blunt and Mundane Weapons. This creature is immune to piercing and slashing damage from all weapons (magical or not), and from blunt damage from non-magical weapons.

Unaffected by Most Spells. Clay golems are not affected by spells other than *move earth* (6d6 damage), *disintegrate* (1d12 damage and *slows* the golem permanently as per the spell) and *earthquake* (5d10 damage).

Special Features

Loss of Control. A clay golem is under the direct command of its creator. It stands a 1% cumulative chance of possession by a spirit of chaotic evil alignment for each round the golem is in combat. The creator can never regain control if the golem is possessed. Once possessed, the golem will kill any nearby living thing starting with the closest creature and will haste itself if it has not already done so.

Healing-Resistant Damage. Damage inflicted by a clay golem can only be healed by a cleric of 17th level or greater, although it will heal naturally at the normal rate.

Special Attacks

The clay golem attacks as an 11 hit dice monster.

Haste. Once per day, provided it has been in combat for one or more rounds, a clay golem can act as if *hasted* (duration: 3 combat rounds). This allows the golem to move and attack at twice normal speed. A golem that loses control will immediately *haste* itself if possible.

FLESH GOLEM

Flesh golems are constructs built from human body parts … basically, Frankenstein's monster. A flesh golem follows simple commands by its creator, and can be ordered (if serving as a guard) to wait until a specific event takes place before undertaking a series of commands.

A flesh golem is extremely strong and can break down doors and other wooden structures.

A flesh golem is created with a magical tome written for such a process or by a magic-user (of at least 14th level) using the following spells: *wish*, *polymorph object*, *geas*, *strength*, and *protection from normal missiles*. One thousand gold pieces per hit point of the golem must be spent on material components, and the entire creation process takes one month.

Immunities and Resistances

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Immune to Most Spells. Cold- and fire-based spells do not damage the golem, but *slow* it to 50% speed for 2d6 combat rounds. Electrical attacks heal damage the golem has sustained, at a rate of 1 hit point restored per die of damage that would have been inflicted (example: an 8 hit dice *lightning bolt* will restore 8 hit points of damage). Other spells have no effect at all.

Special Features

Loss of Control. For each melee round spent in combat, the flesh golem stands a 1% cumulative chance of going berserk and attacking all targets in sight. The golem's creator can attempt to reassert control at a chance of 10% per round (non-cumulative).

IRON GOLEM

An iron golem is created through use of a magical tome or by an 18th level or higher magic-user using the following spells: *cloud kill*, *wish*, *geas*, and *polymorph object*. Creation time is three months and material cost is 1,000 gp per hit point of the golem. The magic-user can give the construct simple commands, and it can be ordered (if serving as a guard) to wait until a specific event takes place before undertaking a series of commands.

Immunities and Resistances

Immune to Mundane, +1, and +2 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +3 or more.

Immune to Most Spells. Only electrical magical attacks can affect it; such spells will slow the golem to one-half speed for 3 combat rounds. Fire attacks repair damage to the golem at a rate of one hit point per die of spell damage (example: a 6 hit die *fireball* repairs 6 hp of damage). Other spells have no effect at all.

Special Attacks

Breath Weapon. In addition to its normal attacks, once every 7 combat rounds an iron golem may breathe poison gas directly before it in a cloud of 10 cubicft. Anyone in the cloud must make a saving throw vs. poison or die.

STONE GOLEM

A stone golem is created through use of a magical text or by a 16th or higher level magic-user using the following spells: *geas*, *slow*, *wish* and *polymorph object*. Creation time is two months and cost is 1,000 gp per hit point of the golem. The magic-user can give the construct simple commands, and it can be ordered (if serving as a guard) to wait until a specific event takes place before undertaking a series of commands.

Immunities and Resistances

Immune to Mundane and +1 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +2 or more.

Immune to Most Spells. A stone golem is invulnerable to most magic. The only exceptions are *rock to mud* (halves the golem's attack and movement speed for 2d6 rounds), *stone to flesh* (makes the golem susceptible to normal weapons for one round), and *mud to rock* (acts as a *heal* spell on the monster).

Special Features

Slow. A stone golem can cast a *slow* spell every other melee round on all opponents within 10ft of its front side.

GORGON

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Large
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	2 [18]
HIT DICE	8
MELEE ATTACKS	1 gore (2d6)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Animal (1)
MORALE	85
LOOT	Hoard 5
EXPERIENCE	1,500 +10/hp

Gorgons are magical creatures resembling giant bulls, but with thick metal scales instead of hide.

Special Attacks

Petrifying Breath (3/day). Gorgons can breathe a cloud of petrifying gas in a cone 60ft long and 10ft in radius at the base up to 3 times per day. Anyone in the cloud must make a saving throw vs. petrifaction or be turned to stone.

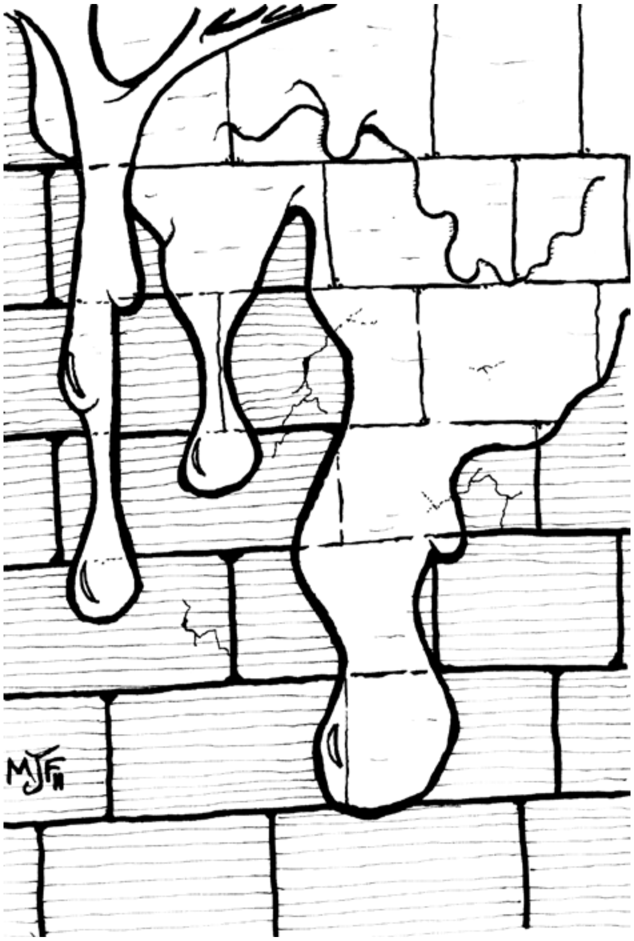
Unarmed Combat. Gorgons cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

GREY OOZE

FREQUENCY	Rare
NO. ENCOUNTERED	1d3
SIZE	Medium to Large
ALIGNMENT	Neutral
MOVE	10ft
ARMOUR CLASS	8 [12]
HIT DICE	3+3
MELEE ATTACKS	1 pseudopod (2d8)
SENSES	See below
LAIR CHANCE	Nil
INTELLIGENCE	Animal (1)
MORALE	N/A
LOOT	Nil
EXPERIENCE	75 +3/hp

Grey ooze is indistinguishable from wet stone until it attacks. It will form tentacles that lash out at any who pass. Grey ooze also takes full damage from normal weapons, but if the weapon is made of metal it too will begin to dissolve.

As it matures grey ooze gets larger. Specimens over 20 HP can be as large as 36 square feet. While they cover a huge area, they are never more than a few inches deep. At larger sizes they begin to form a kind of consciousness.



Immunities and Resistances

Ooze Senses. This creature cannot be knocked prone, and is not affected by lack of light, invisible opponents, gases, or other circumstances that would not affect an ooze.

Immunities. Grey ooze is not affected by fire or cold damage.

Special Features

Corrosive Properties. Any metal weapon that hits a grey ooze must make a saving throw (target number: 7) or be destroyed by the ooze's acidic properties. Magical weapons have a bonus to the saving throw of one higher than the weapon's to-hit bonus (see PG Section 6.4, Item Saving Throws).

Special Attacks

Corrosive Pseudopods. Grey ooze is corrosive. If the ooze hits an opponent wearing metal armour, the armour will come apart and become useless unless it makes a saving throw vs. acid (target number: 7). The acid will eat through chain mail in 1 round, and requires 2 rounds to eat through plate. See Player Guide Section 1.6.4, Item Saving Throws. The acid does not damage wood, leather, or stone.

Unarmed Combat. Grey oozes cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

GRIFFON

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d6
SIZE	Large
ALIGNMENT	Neutral
MOVE	120ft; 300ft flying (AA:IV)
ARMOUR CLASS	3 [17]
HIT DICE	7
MELEE ATTACKS	2 claws (1d4) and 1 bite (2d8)
SENSES	Standard
LAIR CHANCE	25%
INTELLIGENCE	Semi- (2-4)
MORALE	80
LOOT	Hoard 3, Cache 5
EXPERIENCE	225 +8/hp

Griffons build nests on cliff faces and rocky outcrops. Where possible they even have been known to build nests inside shallow caves. Horses are their favourite meal and being the fearsome hunters they are, griffons will usually attack their prey on sight.

Hatchlings are particularly valuable as they can be trained as mounts. This takes time, effort, and money. The training takes years and must begin early in a griffon's life. Once the griffon reaches maturity there is no chance of training it.

When ridden by a creature weighing more than 100 lbs, a griffon's aerial agility decreases to III.

Unarmed Combat. Griffons cannot be attacked or targeted with grappling or overbearing attacks although they may occasionally overbear as the end of an aerial attack. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +3/na. Grappling Result Mods: ATK/DEF na/na.

GRIMLOCK

FREQUENCY	Uncommon
NO. ENCOUNTERED	20d10
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	2
MELEE ATTACKS	1d6 or by weapon
SENSES	Special
LAIR CHANCE	75%
INTELLIGENCE	Average (8-10)
MORALE	55
LOOT	Individual 2, 3, 4 each; in lair Horde 2
EXPERIENCE	28 +2/hp

Grimlocks are a fierce species of humanoid that dwells in the dark and hidden places of the earth, periodically issuing forth to the surface in search of prey, preferably human. Whilst somewhat resembling men in shape, they have a thick, almost scaly, hide that is a dusky grey in colour, a head of wild and matted black hair, a mouthful of vicious pointed teeth and two white featureless orbs for eyes. (The original inspiration for this monster was probably the morlocks).

Though it is unknown whether grimlocks speak a language, it is certain that they are entirely blind. They instead rely on their other senses, which are highly developed and allow them to perceive the environment around them within a 20ft radius with astounding accuracy.

Grimlocks show very little grasp of tactics or strategy, preferring to attack directly and all at once. However, they do seem to prefer to fight under cover of darkness, which often yields to them a distinct advantage. Although they are capable of inflicting 1d6 damage with their filthy claws, most prefer to use axes or swords.

For every 30 grimlocks encountered there will be one with 3 HD and AC 4 [16]; for every 40 grimlocks encountered there will be one with 4 HD and AC 3 [17]. These act as leaders, being generally more ferocious than their fellows and even capable of developing and employing elementary stratagems. For every one of these leaders present, their morale is increased by 5%. It is rare for them to be found in conjunction with any other monsters.

Surprise and Initiative

Surprise. Grimlocks surprise on a die roll of 1-3 on a d6 if the encounter is underground.

Immunities and Resistances

Native Blindness. Grimlocks are immune to the effects of bright light or other visual stimuli that might otherwise adversely affect them, including magical effects, such as invisibility, darkness and any visual illusions. However, grimlocks are also known to be particularly vulnerable to effects that obscure their other senses, such as overpowering scents or overloud noises that have a significant duration. When exposed to such hindrances, their perception is reduced to a 10ft radius and they suffer a -2 penalty to hit.

Improved Saving Throw. Regardless of hit dice, grimlocks always make saving throws as 6th level fighters.

Unarmed Combat. Grimlocks can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

H.

HALFLING

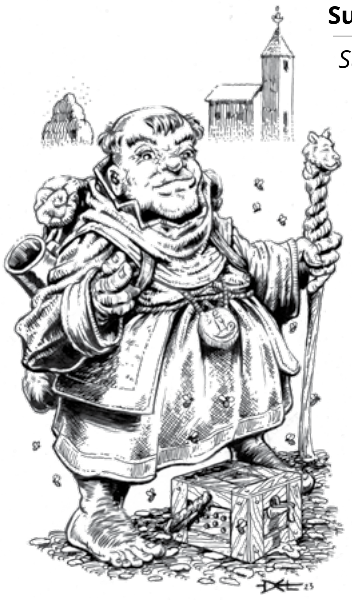
FREQUENCY	Rare
NO. ENCOUNTERED	30d10
SIZE	Small
ALIGNMENT	Lawful good
MOVE	90ft
ARMOUR CLASS	7 [13]
HIT DICE	1d6 hp
MELEE ATTACKS	1d6 or by weapon
SENSES	Standard
LAIR CHANCE	70%
INTELLIGENCE	Very (11-12)
MORALE	50
LOOT	Individual 2 each; in lair Hoard 2
EXPERIENCE	5 +1/hp

Halflings as an ancestry value hard work and simple living. Their settlements are as likely to contain small cottages as they are to have underground dwellings. They tend to keep to themselves.

When encountered in groups there will likely be a leader, usually a 2nd level fighter, for every 30 individuals. In groups containing over 90 individuals there will likely be a 3rd level fighter as well. In groups containing more than 150 halflings there will usually be a 4th level fighter in addition to the 3rd and 2nd level fighters. There is a 10% chance per level that higher level halflings may have magic armour and/or weapons.

If the halflings are encountered in their homes (lair) they will have 1d4 dogs acting as guards.

Their lifespan averages about 150 years.



Surprise and Initiative

Surprise. Halflings are very quiet and unobtrusive, surprising enemies on a roll of 1–4 on a d6.

Immunities and Resistances

Magic and Poison Save. Halfling NPCs make saving throws with a +4 against magic and poison.

Special Attacks

Ranged Attack Bonus. Halflings are +3 “to hit” with bow or sling, and almost all halflings are equipped with some sort of missile weapon.

Unarmed Combat. Halflings can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 8+ on 1d20. Hit Mods: ATK/DEF +6/-4. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

Language

Halflings speak their own language and will also be able to speak common, gnome, goblin, and orc.

HARPY

FREQUENCY	Rare
NO. ENCOUNTERED	2d6
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	60ft; 150ft flying (AA:IV)
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	2 claws (1d3) and 1 club (1d6)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Low (5-7)
MORALE	60
LOOT	Hoard 3
EXPERIENCE	50 +3/hp

These creatures are part vulture (wings and lower body) and part woman (head and torso). Harpies use their charm ability to bind prey, after which the harpies will torture, kill, and consume the victims. In combat a harpy attacks with her clawed feet and, usually, some kind of club as a melee weapon.

Special Features

Singing. Anyone hearing the song of a harpy must make a saving throw vs spells or move toward the source of the song.

Special Attacks

Charm. If the harpy hits with either of its claw attacks, the victim must make a saving throw vs. spells or be *charmed* (as per the magic-user spell).

Unarmed Combat. Harpies cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

Language

Most harpies speak only their own language and the alignment tongue of chaotic evil.

HELL HOUND

FREQUENCY	Very rare
NO. ENCOUNTERED	2d4
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	4 to 7
MELEE ATTACKS	1 bite (1d10)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Low (5-7)
MORALE	70
LOOT	Hoard 3
EXPERIENCE	4 HD: 75 +4/hp 5 HD: 110 +5/hp 6 HD: 160 +6/hp 7 HD: 225 +8/hp

Hell hounds are not native to the material plane; they are brought here by others to serve as guard dogs. These fiendish dogs are dark reddish in colour with glowing red eyes and black mouths.

Surprise and Initiative

Stealthy Surprise. Because hell hounds can move so quietly, they surprise on a roll of 1–4 on 1d6.

Keen Senses. Hell hounds can only be surprised on a roll of 1 due to their own sharp senses.

Immunities and Resistances

Eyes of the Underworld. The vision of Hell Hounds is unnaturally sharp: 50% of the time they can spot hidden or invisible creatures.

Special Attacks

Breathe Fire. Hell hounds breath fire up to a 10ft range. Anyone caught in the area (roughly a line 10ft long and 5-6ft wide) must make a saving throw vs. breath weapons or take fire damage equal to the hound's hit dice. If the saving throw succeeds, the victim takes only half damage. Example: a 6 hit dice hell hound breathes fire for 6hp damage, unless the opponent saves vs breath weapons and thus takes only 3 hit points. The hell hound can attack and breathe fire in the same round.

Unarmed Combat. Hell hounds cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +3/na. Grappling Result Mods: ATK/DEF na/na.

HIPPOGRIFF

FREQUENCY	Rare
NO. ENCOUNTERED	2d8
SIZE	Large
ALIGNMENT	Neutral
MOVE	180ft; 360ft flying (AA:IV)
ARMOUR CLASS	5 [15]
HIT DICE	3+3
MELEE ATTACKS	1d6/1d6/1d10
SENSES	Standard
LAIR CHANCE	10%
INTELLIGENCE	Semi- (2-4)
MORALE	65
LOOT	Cache 3 (x5)
EXPERIENCE	150 +3/hp

Hippogriffs have the body of a horse, but the head, wings, and foreclaws of an eagle. They are only found in remote locations, far from civilisation, nesting on rocky outcrops. Hippogriffs do not mix well other winged beasts, and will try to eat pegasi. If encountered near its nest, a hippogriff will fight ferociously to defend itself and its young. Eggs and hatchlings bring a high price from those wishing to train them as mounts.

When ridden by a creature weighing more than 100 lbs, a hippogriff's aerial agility rating decreases to III.

Unarmed Combat. Hippogriffs cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +4/na. Grappling Result Mods: ATK/DEF na/na.

HOBGOBLIN

FREQUENCY	Uncommon
NO. ENCOUNTERED	20d10
SIZE	Medium (6.5ft)
ALIGNMENT	Lawful evil
MOVE	90ft
ARMOUR CLASS	5 [15]
HIT DICE	1+1
MELEE ATTACKS	1d8 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Average (8-10)
MORALE	50
LOOT	Individual 1 and 4 each; in lair, Hoard 4 and Cache 3 (x5)
EXPERIENCE	20 +2/hp

Hobgoblins are bigger cousins of goblins, and form their own society. In general, they have red or orange skin, and are hairier than normal goblins. Their organisation is usually into warbands, which may fight each other over territory if they are not restrained by strong leadership. Although hobgoblins are not affected by sunlight as goblins are, they are still essentially a subterranean species. They typically lair underground, and will sometimes (50%) keep carnivorous apes as guards.

Hobgoblin raiding parties are led by a sergeant and 2 assistants, each with 9 hp.

Hobgoblin war parties are led by a captain (AC 3 [17], 16 hp, fights as a 3 HD monster, doing 1d8+2 damage).

In their lair, hobgoblins are led by a chief (AC 2 [18], 22 hp, fights as a 4 HD monster, doing 1d10+1 damage) and 5d4 personal guards (AC 3 [17], 16 hp, fights as a 3 HD monster, doing 1d8+2 damage).

Hobgoblins hate elves, and will attack them on sight.

Special Features

Hobgoblins are very skilled miners and cavers, and can detect new construction, sloping passages and shifting walls with a 40% chance.

Special Attacks

Ranged Attack: One in five hobgoblins will carry a bow or other ranged weapon as well as a sword or spear.

Unarmed Combat. Hobgoblins can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +6/-2. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

Language

Hobgoblins speak goblin, orcish, their own brutish tongue and the very limited language of carnivorous apes. Some can speak common as well.

HOMUNCULUS

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Tiny (1.5ft)
ALIGNMENT	Any
MOVE	60ft; 180ft flying (AA:V)
ARMOUR CLASS	6 [14]
HIT DICE	2
MELEE ATTACKS	1 bite (1d3 + sleep)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	By creator
MORALE	N/A
LOOT	Nil
EXPERIENCE	81 +2/hp

A homunculus is a small construct that is vaguely humanoid in form, stands about 18 inches tall, and has bat-like wings with a 24-in wingspan. homunculi have greenish reptilian skin, a bat-like head and ears, and a mouth full of needle-sharp teeth. Its alignment is the same as its creator. The homunculus is completely under control of its creator, who need not concentrate on control to maintain it. This means the homunculus can be given a specific goal, which it will then plan to achieve, carrying out its orders without further attention from its creator.

Homunculi are created in a process involving both the spell caster and the services of an alchemist. The alchemist will require 1d4×500 (500–2,000) gold pieces, a pint of the magic-user's blood, and 1d4 weeks to prepare the base mixture of fluids which will form the creature. Within 24 hours of the alchemist completing the mixture process the magic-user must cast the following spells upon the fluid, in order: *mending*, *mirror image*, and *wizard eye*. The spells must be cast by the person who gave the blood for the basic mixture (though scrolls may be used). Failure to cast the spells within 24 hours or casting the required spells out of order ruins that mixture and the whole process and all costs must be repeated. Upon completion of the wizard eye spell, the fluid coalesces into a ready-to-use homunculus.

Homunculi make excellent messengers, scouts, or spies. Since they are constructs and not natural creatures, they are never encountered in the wild.

Immunities and Resistances

Per Creator. A homunculus is a reflection of its magic-user creator, and therefore rolls saves at whatever level its owner makes their saving throws. Magical defences in effect upon the owner, *resist fire* or *bless* for example, also protect the homunculus.

Special Features

Climber. This creature can move on walls and ceilings as if they were floors.

Connection to Creator. Killing a homunculus deals an immediate 2d10 points of damage to its master. If the owner of the homunculus dies, the homunculus immediately disappears in a puff of smoke.

Special Attacks

Soporific Bite. The bite of a homunculus is venomous and causes a comatose state for 1d6×5 (5–30) minutes unless the victim saves vs magic to negate.

Unarmed Combat. Homunculi can be targeted with grappling or overbearing attacks, although they do not use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF -4/+4. Grappling Result Mods: ATK/DEF -3/+3.

Language

A homunculus cannot speak, but knows what its creator knows, and can communicate what it sees and hears to its creator via a limited form of telepathy up to 500ft away. A homunculus will never willingly exceed the maximum communication range.

HORSE

	DRAFT	HEAVY	LIGHT	MEDIUM	PONY	WILD
FREQUENCY	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
NO. ENCOUNTERED	1	1	1	1	1	5d6
SIZE	Large	Large	Large	Large	Large	Large
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
MOVE	120ft	150ft	240ft	180ft	120ft	240ft
ARMOUR CLASS	7 [13]	7 [13]	7 [13]	7 [13]	7 [13]	7 [13]
HIT DICE	3	3+3	2	2+2	1+1	2
MELEE ATTACKS	1 bite (1d3)	2 hooves (1d8) and 1 bite (1d3)	2 hooves (1d4)	2 hooves (1d6) and 1 bite (1d3)	1 bite (1d2)	1 bite (1d3)
SENSES	Standard	Standard	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
MORALE	60	60	55	55	50	55
LOOT	Nil	Nil	Nil	Nil	Nil	Nil
EXPERIENCE	20 +2/hp	20 +2/hp	20 +2/hp	20 +2/hp	20 +2/hp	20 +2/hp

One of the most common domesticated animals, horses are almost ubiquitous in most human societies. They are insufficiently sure-footed to take into most dungeon environments (this requires a mule). “Heavy”, “Medium” and “Light” refer to warhorses. Only about 10% of horses can be trained as warhorses, even by an expert, and warhorse training requires very specialised knowledge on the part of the trainer.

Unarmed Combat. Horses cannot be targeted with grappling or overbearing attacks, and do not use such tactics. A warhorse might be trained to overbear.

HIPPOCAMPUS

FREQUENCY	Rare
NO. ENCOUNTERED	2d4
SIZE	Large
ALIGNMENT	Chaotic good
MOVE	240ft swimming
ARMOUR CLASS	5 [15]
HIT DICE	4
MELEE ATTACKS	1 bite (1d4 piercing)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Average (8-10)
MORALE	65
LOOT	Nil
EXPERIENCE	60 +4/hp

The hippocampus (plural “hippocampi”) is a mer-horse with the forequarters of a horse and a fish-like tail instead of rear legs. They are used as steeds by some underwater species, most notably the tritons. Hippocampi are entirely aquatic, and cannot venture out of the water.

HIPPOPOTAMUS

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d6
SIZE	Large
ALIGNMENT	Neutral
MOVE	90ft; 120ft swimming
ARMOUR CLASS	6 [14]
HIT DICE	8
MELEE ATTACKS	1 bite (3d6 or 2d6 piercing)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Animal (1)
MORALE	85
LOOT	Nil
EXPERIENCE	600 +12/hp

Hippopotami, or “hippos”, are large semi-aquatic mammals that spend most of their time in the water. They are herbivores but they are quite aggressive in defending their territory and their great size makes them dangerous opponents. This is compounded by the fact that, in spite of the bulky appearance, they can run faster than a human on dry land. Hippos can’t float, though they can propel themselves to the surface of the water for a breath of air, and they can stay submerged for 15 minutes at a time.

A herd will have one bull for every four hippos present. In combat, a bull bites for 3d6 damage and cows bite for 2d6. A boat passing over a hippo has a 50% of having the animal surface under the craft, tipping it over.

Unarmed Combat. Hippopotami cannot be targeted with grappling or overbearing attacks, and do not use such tactics.

HUMANS

Normal humans (non-adventuring types) will usually have 1d6 hit points. In any encounter with groups of humans, there will always be higher level characters as leaders (the number will be given under each entry).

It's worth noting that these entries are also groups that aren't unique to humankind. A caravan of dwarf merchants or elven mounted nomads are absolutely possible, and any caravan might be accompanied by a dwarf or elf. You, as the GM, can decide to modify any randomly occurring results on the encounter tables to reflect the campaign.

All higher level clerics and fighters will be mounted on medium warhorses. For each level a leader type has, there is a 5% chance of possessing a magic item in each of the categories below. For each "Y" in the following table, roll for an item of that type. If the result is undesirable, one re-roll is allowed.

	FIGHTER	**MAGIC-USER**	**CLERIC**	**THIEF**
Armour	Y	N	Y	Y
Shield	Y	N	Y	N
Sword	Y	N	N	Y
Misc. Weapon	Y	N	Y*	Y
Potion	Y	N	Y	Y
Scroll	N	Y	Y	N
Ring	N	Y	N	Y
Wand/Staff/ Rod	N	Y	N*	N
Misc. Magic	N	Y	Y	Y

*If no weapon (or an edged weapon is rolled), roll again on Wand/Staff/Rod (if not usable by a cleric then there is none present).

BANDIT (BRIGAND)

Base number encountered: 20d10

	FOOTMAN	**ARCHER**	**LIGHT CAVALRY**	**MEDIUM CAVALRY**
FREQUENCY	Common	Common	Common	Common
NO. ENCOUNTERED	50% of base number	20% of base number	20% of base number	10% of base number
SIZE	Medium	Medium	Medium	Medium
ALIGNMENT	Neutral (chaotic evil)	Neutral (chaotic evil)	Neutral (chaotic evil)	Neutral (chaotic evil)
MOVE	120ft	120ft	240ft (mounted)	240ft (mounted)
ARMOUR CLASS	7 [13]	7 [13]	7 [13]	4 [15]
HIT DICE	1d6 hp	1d6 hp	1d6 hp	1d6 hp
MELEE ATTACKS	1 sword (1d8)	Longbow (1d6) or dagger (1d4)	1 spear (1d6)	1 sword (1d8)
SENSES	Standard	Standard	Standard	Standard
LAIR CHANCE	20%	20%	20%	20%
INTELLIGENCE	Average (8-10) to very (11-12)	Average (8-10) to very (11-12)	Average (8-10) to very (11-12)	Average (8-10) to very (11-12)
MORALE	50 (60)	50 (60)	50 (60)	50 (60)
LOOT	Individual 4 each; in lair, Hoard 1	Individual 4 each; in lair, Hoard 1	Individual 4 each; in lair, Hoard 1	Individual 4 each; in lair, Hoard 1
EXPERIENCE	5 +1/hp	5 +1/hp	10 +1/hp	10 +1/hp

Bandits are found in almost any locale, for wherever there is a civilisation there will be those who prey upon the weak. There will always be higher level fighters found with large groups of bandits. Consult the chart below to determine the exact number and level. Bandits are generally of neutral alignment, and brigands are generally chaotic evil.

The base number of bandits in a lair is 20d10. Half of these will be footmen, 20% will be archers, 20% will be light cavalry, and 10% will be medium cavalry, as shown in the stats.

Leaders are in addition to the base number:

- For every 20 bandits: 1 additional 3rd level fighter
- For every 30 bandits: 1 additional 4th level fighter
- For every 40 bandits: 1 additional 5th level fighter
- For every 50 bandits: 1 additional 6th level fighter

Commander. Bandits will always be led by a high level fighter (8th to 10th level), 6 guards (2nd level), and a lieutenant (7th level). These members are in addition to those described above. The level of the commander is determined as follows:

- Under 100 bandits: 8th level fighter
- 100 to 150 bandits: 9th level fighter
- Over 150 bandits: 10th level fighter

Other Leaders

- There is a 25% chance per 50 bandits of a magic-user being present with the group. If there is a magic-user present they will be 7th to 10th level (determined by 1d4 roll).
- There is a 15% chance per 50 bandits of a cleric being present with the group, if a cleric is present they will be 5th or 6th level and they will be accompanied by an assistant of 3rd or 4th level.

Brigand: Brigands are a chaotic evil lot; otherwise they conform to the rules for bandits above. However they fight more fiercely in battle, and have higher morale (the number in parentheses is for brigands).

Unarmed Combat. Bandits can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 8+ on 1d20. Hit Mods: ATK/DEF +8/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

BERSERKER

FREQUENCY	Rare
NO. ENCOUNTERED	10d10
SIZE	Medium
ALIGNMENT	Neutral
MOVE	12ft
ARMOUR CLASS	7 [13]
HIT DICE	1d6+1 hp
MELEE ATTACKS	By weapon
SENSES	Standard
LAIR CHANCE	10%
INTELLIGENCE	Average (8-10) to very
MORALE	N/A
LOOT	Individual 2 each; in lair Hoard 2
EXPERIENCE	10 +1/hp

Berserkers are roaming bands of fighters. They are always unarmoured, as they see it as a sign of weakness (but have an improved armour class).

There will always be higher level fighters found with large groups of berserkers. Consult the chart below to determine the exact number and level.

- For every 10 berserkers: 1 additional 1st level fighter
- For every 20 berserkers: 1 additional 2nd level fighter
- For every 30 berserkers: 1 additional 3rd level fighter
- For every 40 berserkers: 1 additional 4th level fighter
- For every 50 berserkers: 1 additional 5th level fighter

Berserkers will always be led by a war chief of 9th or 10th level and a sub-chief of 6th or 7th level, as follows.

- If less than 60: 9th level chief & 6th level sub-chief
- If more than 60: 10th level chief & 7th level sub-chief

Other Leaders: There is a 50% chance per every 10 berserkers, that a cleric will be present. The cleric will be of 7th level and will have 1d4 assistant clerics of 3rd or 4th level.

Special Attacks

Frenzy. Berserkers fight with a fierce battle-lust, and as a result they may either strike twice in a round or make one attack at +2.

Unarmed Combat. Berserkers can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 2+ on 1d20. Hit Mods: ATK/DEF +8/-8 (with additional +2 on attack). Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

BUCCANEER (PIRATE)

FREQUENCY	Uncommon
NO. ENCOUNTERED	50d6
SIZE	Medium
ALIGNMENT	Neutral (Chaotic evil)
MOVE	120ft
ARMOUR CLASS	By armour type
HIT DICE	1d6 hp
MELEE ATTACKS	Axe or sword (1d8)
SENSES	Standard
LAIR CHANCE	80% (100% by sea)
INTELLIGENCE	Mean (average to very) (8-12)
MORALE	50
LOOT	Individual 2 each; in lair, Cache 9
EXPERIENCE	Varies

One out of every 3 buccaneers (or pirates) is armed with a light crossbow as well as an axe or sword.

Buccaneers are found on all large bodies of water, their lair is most always the ship they use for raiding. They are always led by high level fighters as follows:

- For every 50 buccaneers: 1 additional 3rd level fighter
- For every 100 buccaneers: 1 additional 5th level fighter

The overall captain will be a fighter of 8th to 10th level as follows:

- If there are less than 200 buccaneers: 8th level fighter with a lieutenant of 6th level
- If there are 200 buccaneers or more: 10th level fighter with a lieutenant of 7th level.

The captain will also have 4 mates (4th level fighters) in addition to a lieutenant.

There is a 15% chance of a cleric being present per every 50 buccaneers. The cleric will be between 12th and 15th level (1d4+11).

There is a 10% chance of a magic-user being present for every 50 buccaneers; the magic-user will be between 6th and 8th level (1d3+5).

Pirate: Pirates are chaotic evil, but otherwise conform to buccaneers above.

CAVEMAN

FREQUENCY	Rare
NO. ENCOUNTERED	10d10
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	8 [12]
HIT DICE	2
MELEE ATTACKS	1 club or spear (1d6)
SENSES	Standard
LAIR CHANCE	40%
INTELLIGENCE	Low (5-7)
MORALE	40
LOOT	See below
EXPERIENCE	20 +2/hp

Cavemen are humans living beyond the reach of normal civilisation, with stone-age technology. Hunting parties of cavemen (10 or more) are led by a 3rd level fighter. In their lair, in addition to the number of cavemen determined there will be a chief (5th level fighter) and 1d4 guards (4th level fighters). There is always a 10% chance (per every 10 cavemen) that a 3rd level cleric will be present.

Cavemen typically dwell in caves and cavern systems. Their treasure will consist of ivory tusks, gold nuggets, or uncut gems (5% chance per 10 cavemen present). If one is present, it will be the only treasure there. The value of each is 1,000 gp per ivory tusk (2d6 tusks), 5 gp gold nuggets (2d4×10), and 10 gp gems (1d100).

Special Attacks

Strength Bonus. Cavemen add +1 to damage rolls due to their great strength.

Unarmed Combat. Cavemen can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 6+ on 1d20. Hit Mods: ATK/DEF +8/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

TRIBAL WARRIORS

FREQUENCY	Rare
NO. ENCOUNTERED	10d12
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	1
MELEE ATTACKS	1 sword (1d8) or spear (1d6)
SENSES	Standard
LAIR CHANCE	40%
INTELLIGENCE	Average (8-10)
MORALE	50
LOOT	See below
EXPERIENCE	10 +1/hp

Tribal warriors are usually at a bronze-age level of technology, although they may have steel weapons obtained from elsewhere. This entry allows for anything from Roman-era Germanic tribes to isolated island settlements, to post-catastrophic areas that have lost even a feudal level of civilisation.

In their lair, there will be a chief (5th level fighter) and 1d4 guards (4th level fighters). There is always a 10% chance (per every 10 tribal warriors) that a 3rd level cleric will be present.

Additional Leaders.

- One 4th level fighter per 10
- One 6th level fighter per 30
- One 8th level cleric/druid.

They are usually armed with spears, shields, short bows, and short swords (longswords, if there is better access to steel, or spears if metal is scarce in the area).

Their treasure will consist of furs, gold nuggets, or uncut gems (5% chance per 10 tribal warriors present). If one is present, it will be the only treasure there. The value of each is 1,000 gp per bale of furs (2d6), 5 gp gold nuggets (2d4×10), and 10 gp gems (1d100).

Unarmed Combat. Tribal warriors can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 8+ on 1d20. Hit Mods: ATK/DEF +8/-10. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

MYSTIC NOMAD

FREQUENCY	Rare (Uncommon)
NO. ENCOUNTERED	30d10
SIZE	Medium
ALIGNMENT	Any lawful
MOVE	120ft
ARMOUR CLASS	Usually 7 [13]
HIT DICE	1d6 hp
MELEE ATTACKS	By weapon
SENSES	Standard
LAIR CHANCE	5%
INTELLIGENCE	Average (8-10)
MORALE	N/A
LOOT	Individual 1 each; in lair Cache 12
EXPERIENCE	Varies

Previous editions used the term “dervish”, which isn’t accurate to the broader concept.

Mystic nomads are highly-religious warrior-bands, of any lawful alignment. They will always be led by higher level fighters and clerics as follows.

Fighters

- For every 30 mystic nomads: 1 additional 3rd level fighter
- For every 40 mystic nomads: 1 additional 4th level fighter
- For every 50 mystic nomads: 1 additional 5th level fighter

Clerics

- If under 125 mystic nomads: (1) 10th level cleric and 2 assistants (4th & 5th level clerics)
- If under 250 mystic nomads: (1) 11th level cleric and 2 assistants (6th & 7th level clerics)
- If more than 250: (1) 12th level cleric and 2 assistants (both 8th level clerics)

There is a 15% chance per 50 mystic nomads that a magic-user will be present. The magic-user will be of 7th or 8th level (if more than 200 mystic nomads are present) with two assistants of 3rd or 4th level.

Mystic nomads are always mounted on light or medium warhorses.

Special Attacks

Mystic nomads are disciplined and fearless, attacking with +1 on to-hit and damage rolls.

Unarmed Combat. Mystic nomads can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 8+ on 1d20. Hit Mods: ATK/DEF +8/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

MOUNTED NOMADS

FREQUENCY	Uncommon
NO. ENCOUNTERED	30d10
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	1d6 hp
MELEE ATTACKS	By weapon
SENSES	Standard
LAIR CHANCE	15%
INTELLIGENCE	Average (8-10)
MORALE	50
LOOT	Individual 3 each; in lair Cache 12
EXPERIENCE	Varies

Nomads are mounted clans that live on steppes, plains or in desert climes. They live by hunting and gathering and are closely tied to their native climate. Nomads will always be led by higher level fighters as follows:

- If under 150 nomads: (1) 8th level fighter, (1) 6th level fighter, and 12 guards (2nd level fighters)
- Between 150–250 nomads: (1) 9th level fighter, (1) 7th level fighter, and guards (2nd level fighters)
- Over 250 nomads: (1) 10th level fighter, (1) 8th level fighter, and guards (2nd level fighters)

There is a 15% chance per 50 nomads that a cleric will be present. The cleric will be of 4th to 7th level (determined by 1d4).

There is also a 15% chance per 50 nomads that a magic-user (of 5th to 8th level, also determined by 1d4) will be present.

In addition to the above, there will always be (2) 3rd level clerics and (1) 4th level magic-user present.

Nomads will always be mounted on either light or medium warhorses.

Surprise and Initiative

Surprise. Mounted nomads surprise on 1–4 on a d6.

Special Attacks

Unarmed Combat. Mounted nomads can make grappling or overbearing attacks but only if unmounted. If not fended off, they score an unarmed hit with an 8+ on 1d20. Hit Mods: ATK/DEF +8/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

PILGRIM

FREQUENCY	Uncommon
NO. ENCOUNTERED	10d10
SIZE	Medium
ALIGNMENT	See below
MOVE	120ft
ARMOUR CLASS	8 [12]
HIT DICE	1d6 hp
MELEE ATTACKS	Staff (1d6)
SENSES	Standard
LAIR CHANCE	100%
INTELLIGENCE	Very (11-12) to High (13-14)
MORALE	50
LOOT	Individual 1 each
EXPERIENCE	5 +1/hp

Pilgrims are groups of religious followers making their way to some holy site. They can be encountered almost anywhere. There will always be higher level character types with groups of pilgrims: these higher-level types are the actual threat and carry the lion's share of the treasure. The "pilgrim" described in the stats above is almost a noncombatant, but the higher-level defenders can make attacking a pilgrimage quite dangerous!

Clerics: There will always be clerics with pilgrims, but if the group is neutral these clerics will be druids.

- 1d6 2nd level clerics
- 1d4 4th level clerics
- 1d2 6th level clerics
- 1 8th level cleric with 2 assistants (3rd and 5th level)

Fighters: There is a 10% chance per every 10 pilgrims that there will be 1d10 fighters present (roll 1d8 to determine the levels of the fighters). If the group is lawful good, some of these fighters may be replaced by paladins. If the group is chaotic good, some of these fighters may be replaced by rangers.

Thieves: There is a 10% chance per every 10 pilgrim that there will be 1d6 thieves present (roll 1d6+1 to determine the levels of the thieves). If the group is evil, some of these thieves may be replaced by assassins.

Magic-Users: There is a 5% chance per every 10 pilgrims that there will be a magic-user present (level 1d4+5).

Alignment is determined for the entire group (with little variation) by rolling d100 with the likelihood of each alignment as follows:

D100	ALIGNMENT
01–34	Lawful good
35–55	Chaotic good
56–66	Neutral
65–80	Chaotic evil
81–00	Lawful evil

Most of the time (75%) pilgrims will be travel without mounts. However if they are mounted, all members of the group will be mounted.

There is a chance (5%) that a holy item will be with the pilgrims. If so, it will be hidden and carefully guarded.

Unarmed Combat. Pilgrims can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 6+ on 1d20. Hit Mods: ATK/DEF +8/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

MERCHANT

Base number encountered: 1d6x50

	MERCHANTS AND DROVERS	MEDIUM CAVALRY	ARCHERS	FOOTMEN
FREQUENCY	Common	Common	Common	Common
NO. ENCOUNTERED	10% of base (each)	50% of base number	10% of base (each)	20% of base number
SIZE	Medium	Medium	Medium	Medium
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	120ft	240ft (mounted)	120ft	90ft
ARMOUR CLASS	8 [12]	4 [16]	6 [14]	5 [15]
HIT DICE	1d6 hp	1d6+1 hp	1d6 hp	1d6+1 hp
MELEE ATTACKS	1 dagger (1d4) or staff (1d6)	Lance (2d4+1) and sword (1d8)	1 dagger (1d4)	Polearm (1d6+1) or sword (1d8)
SENSES	Standard	Standard	Standard	Standard
LAIR CHANCE	0%	0%	0%	0%
INTELLIGENCE	Very to High (11-14)	Very to High (11-14)	Very to High (11-14)	Very to High (11-14)
MORALE	50	50	50	50
LOOT	See below	See below	See below	See below
EXPERIENCE	5 +1/hp	10 +1/hp	5 +1/hp	5 +1/hp

Merchant encounters are actually caravans of merchants, drovers, and guards. The caravan will also contain pack animals, carts, and horses.

The guards will always be led by a higher-level fighter of 6th to 11th level (1d6+5), a lieutenant (1 level lower than the captain), and 12 guards (2nd level fighters).

- There is a 10% chance per 50 persons that a magic-user of 6th to 8th level is present (1d3+5).
- There is a 5% chance per 50 persons that a cleric of 5th to 7th level (1d3+4) is present.
- There is also a 15% chance per 50 persons that a thief of 8th to 10th level will be present (along with 1d4 lower level thieves of 3rd to 7th level).

All of the above leader or special character types are in addition to the number of merchants generated.

Treasure: The treasure for a caravan will be as follows:

- *Individual Merchants:* 3d12 cp, 3d6 sp, 2d6 ep, 2d4 gp, 1d6 pp, 2d4 gp (40%), 1d6x10 pp (50%), 4d8 gems (55%), 1d12 pieces of jewellery (45%).
- *Individual Mercenaries:* 3d6 sp. Individual Leaders: 2d4 gp.
- *Mercenary Pay Box (Hidden in Caravan):* 2,000–4,000 gold (1d3+1), 100–400 pp (1d4), and 4d4 gems).
- *Caravan Goods:* The caravan will be carrying goods and merchandise worth 10,000 to 60,000 gp. This requires either 10 pack animals or 1 cart per 5,000 gp worth of goods.

Special Attacks

Ranged Attack (Archers). Archers are armed with longbows (1d6 piercing).

Unarmed Combat. Footmen can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

HYDRA

If not indicated by an encounter table, roll 1d8+4 to determine the number of heads.

	5-6 HEADED	**7-10 HEADED**	**11-12 HEADED**
FREQUENCY	Uncommon	Uncommon	Uncommon
NO. ENCOUNTERED	1	1	1
SIZE	Large	Large	Huge
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	90ft	90ft	90ft
ARMOUR CLASS	5 [15]	5 [15]	5 [15]
HIT DICE	5 or 6	7-10	11-12
MELEE ATTACKS	1 bite per head (1d6)	1 bite per head (1d8)	1 bite per head (1d10)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	20%	20%	20%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
MORALE	70 or 75	80, 85, 90, or 95	100 or 105
LOOT	Hoard 2	Hoard 2	Hoard 2
EXPERIENCE	See below	See below	See below

A hydra is a multi-headed reptilian monster that lives in damp, dark places like swamps, bogs, or marshes. Sometimes they are found underground if the lair is sufficiently dank and wet.

Hydras have reptilian bodies, four legs, a tail and 1d8+4 heads. Each head counts as 1 hit die and has 8 full hit points, so a 10 headed hydra will have 10 hit dice and 80 hp. Each head can attack independently or up to four heads can attack a single target. The damage a hydra does is based on the number of heads.

The colouration of a hydra ranges from light brown to an almost blackish brown with a yellow or tan underbelly. Their eyes range from yellow to orange.

Experience point value:

5 heads: 165 +5/hp

6 heads: 250 +6/hp

7 heads: 400 +8/hp

8 heads: 650 +10/hp

9 heads: 1000 +12/hp

10 heads: 1500 +14/hp

11 heads: 2150 +16/hp

12 heads: 2850 +16/hp

Unarmed Combat. Hydrae cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

HYENA

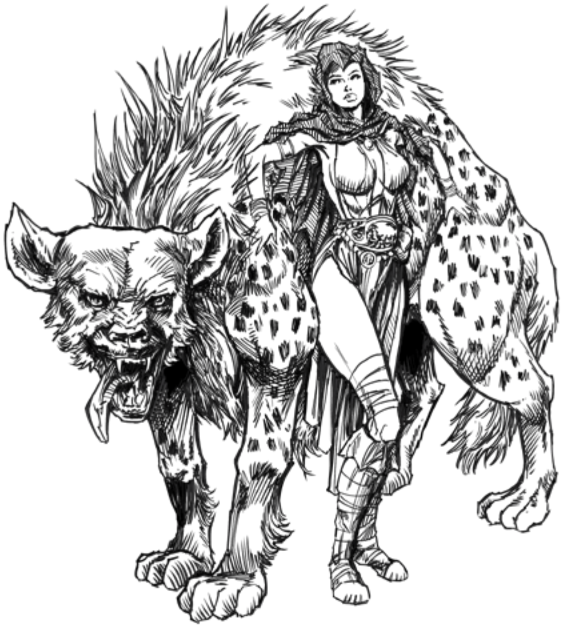
	NORMAL	BIG	GIANT
FREQUENCY	Common	Rare	Very rare
NO. ENCOUNTERED	2d6	2d6	1d6
SIZE	Medium	Medium	Large
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	120ft	120ft	180ft
ARMOUR CLASS	7 [13]	6 [14]	5 [15]
HIT DICE	2	3	4
MELEE ATTACKS	1 bite (2d4)	1 bite (2d4+1)	1 bite (2d6)
SENSES	Keen	Keen	Keen
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)	Animal (1)
MORALE	55	60	65
LOOT	Nil	Nil	Nil
EXPERIENCE	50 +2/hp	75 +3/hp	160 +6/hp

Normal hyenas are medium-sized mammals, 4–5ft long and weighing up to around 100 lbs. They are muzzle-snouted, fur-covered, four-legged and long-tailed predators and scavengers that hunt in packs and live in dens in sub-tropical grasslands, woodlands and waste-lands. Many find their haunting, laugh-like bark unnerving and their tendency to raid shallow graves has sometimes earned them an evil reputation.

The jaws of a hyena are very powerful for their size.

Unarmed Combat (Normal and Big): Normal and Big Hyenas cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +2/na. Grappling Result Mods: ATK/DEF na/na.

Unarmed Combat (Giant): Giant Hyenas cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +4/na.



I

INVISIBLE STALKER

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large (8ft)
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	3 [17]
HIT DICE	8
MELEE ATTACKS	1 strike (2d8)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	High (13-14)
MORALE	N/A
LOOT	Nil
EXPERIENCE	1,100 +10/hp

A denizen of the Elemental Plane of Air, an invisible stalker encountered on the Prime Material Plane has been conjured and bound to service by a magic-user. The summoning magic-user retains command of the creature until it either fulfils the mission which it was summoned to perform or it is killed.

Invisible stalkers are useful, if dangerous, servants. Once given a mission they will relentlessly pursue their goal, motivated more by a dislike of forced service and a desire to return to their home plane than by any sense of devotion to their summoner. Invisible stalkers are faultless trackers across any surface or distance and, if ordered to kill their prey, will attack without checking morale until either they or their target is dead. As implied above, invisible stalkers are not willing servants but will not normally begrudge performing a simple task of short duration for the summoner.

More complicated tasks or tasks of duration longer than a week will anger the invisible stalker and may lead it to attempt to pervert the wording of its commands without directly violating them. If ordered to guard the summoner's treasure in perpetuity, for instance, the invisible stalker might remove every last copper piece of the summoner's treasure to a secret vault located within the invisible stalker's lair on the Elemental Plane of Air, where the 'stalker could easily keep watch over it.

If the GM feels the invisible stalker's service too onerous or complicated, assign a cumulative 1% per day chance of the 'stalker wearying of its task and attempting to twist the meaning of its orders.

A clever summoner might be able to word their orders in such a way as to make its meaning airtight and clear. In this case the ‘stalker must continue to serve until its duties are discharged.

Surprise and Initiative

Surprise. Invisible stalkers surprise on a 1–5 on 1d6.

Immunities and Resistances

Magic Resistance (30%). Any magic spell or effect has a 30% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Invisibility. While on the Prime Material Plane invisible stalkers can only be viewed by magical means (e.g. ***gem of seeing***, *true seeing*, *detect invisibility*); otherwise anyone attacking an invisible stalker suffers a -2 penalty “to hit”. An invisible stalker cannot be killed on this plane. Reducing it to zero hit points merely banishes it back to its home plane for a period of 1 year plus 1 day.

Unarmed Combat. Invisible stalkers cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

Language

Invisible stalkers can understand the common tongue of the Prime Material Plane, the language of the Elemental Plane of Air, and their own language. They will speak no tongue but their own.

J

JACKAL

	NORMAL	HUGE	GIANT
FREQUENCY	Common	Rare	Very rare
NO. ENCOUNTERED	1d6	1d6	1d4
SIZE	Small	Small	Medium
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	120ft	150ft	180ft
ARMOUR CLASS	7 [13]	6 [14]	5 [15]
HIT DICE	1	2	4
MELEE ATTACKS	1 bite (1d4	1 bite (1d4+1)	1 bite (1d8)
SENSES	Keen	Keen	Keen
LAIR CHANCE	25%	25%	25%
INTELLIGENCE	Animal (1)	Animal (1)	Animal (1)
MORALE	50	55	65
LOOT	Nil	Nil	Nil
EXPERIENCE	10 +1/hp	30 +1/hp	75 +3/hp

Jackals are small mammals, 2ft to 3ft long and weighing about 25 lbs. They are muzzle-snouted, fur-covered, four-legged and long-tailed nocturnal scavengers and occasional predators. They generally hunt and forage singly or in mated pairs, but occasionally gather in small packs to bring down difficult prey. Jackals can be found in subtropical grasslands, woodlands and wastelands, and occasionally in more mountainous terrain. They are most active at dawn and dusk, which has occasionally led to them being revered by death cults.

The small size of the jackal makes it cautious and an unlikely combatant, but they can bite if necessary, such as when defending their cubs. Huge jackals are larger, more aggressive and have a stronger bite, but are otherwise similar. Giant jackals are almost certainly unnatural and are known to often be associated with religious groups. Though they are thought to usually behave as other Jackals, there are rumours that some possess a greater degree of intelligence and an evil will.

Unarmed Combat (Normal and Big): Normal and Huge jackals cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +0/na.

Unarmed Combat (Giant): Giant jackals cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +2/na.

JACKALWERE

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Medium (small)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	4
MELEE ATTACKS	2d8 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Very (11-12)
MORALE	65
LOOT	Hoard 3
EXPERIENCE	75 +4/hp

A jackalwere is a malevolent beast that can assume human form (and hence is not a lycanthrope, since lycanthropes are humans who can assume animal form). They will mingle with people, choosing easy targets to victimise. Living for the thrill of murder, many times they will consume the remains of their prey. Often they steal their victims’ possessions, assume their identities, and go on to the next town. In human form a jackalwere will most often attack with a weapon. Jackalweres sometimes prefer the company of normal jackals and can be found living among them from time to time.

Immunities and Resistances

Immune to Non-Iron Mundane Weapons. The jackalwere is immune to piercing, blunt, and slashing damage from weapons, unless the weapon causing that damage has a magical bonus of +1 or more, or is made of unsmelted cold iron (most metal weapons are steel rather than unsmelted iron).

Special Features

Shapeshifter. A jackalwere can shift at will into the form of a human or back into its jackal form. Shifting does not affect the creature's hit points or armour class, or cure the creature of any damage.

Special Attacks

Sleep Gaze. Any creature meeting the gaze of a jackalwere must successfully save vs spells or fall into a magical sleep (save each time the gaze is met). This applies to anyone who is generally in front of the creature and not using an indirect method of sight such as a mirror. Attacking the creature by looking at a reflection incurs a to-hit penalty of -2. Attacking blindly incurs a to-hit penalty of -4.

Unarmed Combat. In human form a jackalwere can make grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-10. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

K.

KOBOLD

FREQUENCY	Uncommon
NO. ENCOUNTERED	40d10
SIZE	Small (3ft)
ALIGNMENT	Lawful evil
MOVE	60ft
ARMOUR CLASS	7 [13]
HIT DICE	1d4 hp
MELEE ATTACKS	1d4 or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Average or Low (8-10)
MORALE	45
LOOT	Individual 1 each; in lair Cache 1 and 3
EXPERIENCE	5 +1/hp

Kobolds stand 3ft tall and are vaguely reptilian in appearance, with scaly skin, small horns, short, snaky tails and red eyes. The weakest of humanoids, physically, kobolds live in a hierarchical society of tribes and clans. They tend to make their lairs in dark places such as caves or deep forests.

Kobold raiding parties are led by a sergeant and 2 assistants, who fight as goblins.

Lairs are ruled by a chief and 5d4 bodyguards (all fight as goblins).

Kobolds often (75%) use wild boars or giant weasels (the small-sized variety) to guard their lairs.

Immunities and Resistances

Vulnerability to Sunlight. Kobolds detest direct sunlight and fight at -1 if they are exposed to it.

Special Attacks

Ranged Attack (Slings). Kobolds often employ slings as missile weapons (1d4 blunt damage), 35ft range increment (-2 at 36ft, -4 at 71ft).

Unarmed Combat. Kobolds can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 8+ on 1d20. Hit Mods: ATK/DEF +4/-2. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

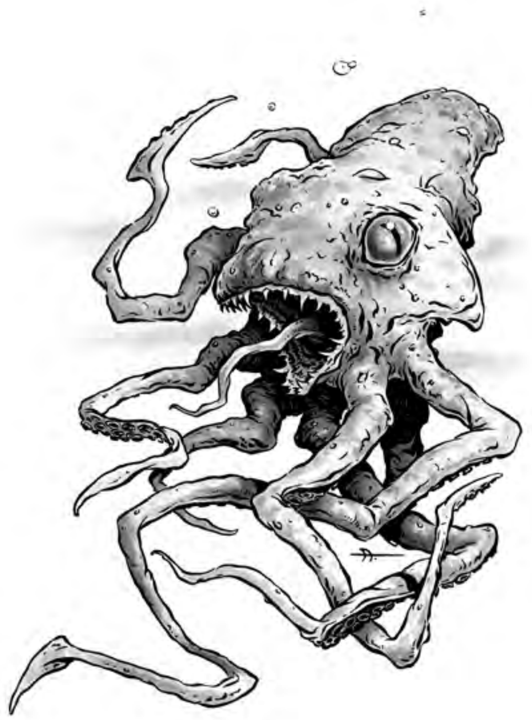
Language

These creatures speak lawful evil and their own tongue. Some also speak goblin.

KRAKEN

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Huge
ALIGNMENT	Neutral evil
MOVE	210ft swimming
ARMOUR CLASS	5 [15]/0 [20]
HIT DICE	20
MELEE ATTACKS	2 barbed tentacles (2d6), 6 tentacles (2d4) and 1 bite (5d4)
SENSES	Infravision 60ft, Detect invisible 95%
LAIR CHANCE	75%
INTELLIGENCE	Genius (17-18)
MORALE	145
LOOT	Hoard 7, Cache 4 and 5
EXPERIENCE	17,500 +30/hp

It is rumoured that the krakens once lived in shallower coastal waters and had armies of slaves who worshipped them. For some reason they were forced to retreat to the deepest depths



of the oceans. In the darkness they grew larger and more powerful. They excavated huge labyrinths in the sea floor. Now they prey on ships for food and slaves which they drag down to their watery dungeons.

Special Features

Spell-Like Abilities.

1/day: create a sphere of *airy water* 240ft across, *faerie fire* (8 hours), *control temperature* (40ft), *control winds*, and *weather summoning*.

3/day: *animal* (fish) *summoning III* which gives them the ability to summon the fish but not control them.

Segmented Armour Class. A kraken's body is protected by a tough shell with AC 0 [20], but its tentacles and head are more vulnerable, with AC 5 [15].

Special Attacks

Attacking Ships. A kraken will attack a ship in the same way a giant squid does, by anchoring itself with 2 arms and attacking with the other 6. If the kraken wraps 6 tentacles around a ship and squeezes for 3 consecutive rounds, it will cause enough damage to sink the ship. If the kraken loses more than 3 arms it will release the ship, squirt ink, and flee.

Tentacle. With each successful hit the kraken grabs its victim and holds it (see below). Each round after the hit, the tentacle does automatic damage without a to-hit roll, inflicting normal damage plus an additional 3d4 blunt damage from crushing. The only way to get free is to sever the tentacle by causing 16 hp damage to it (which does not damage the monster itself).

Those within the tentacle's grasp are 25% likely to have both arms held, and as such they cannot attack. Most of the time (50%) they will have one limb held and may attack with a -3 penalty. The other 25% of the time the victim will have both arms free and can attack the kraken with only a -1 penalty.

Ink. When fleeing, a kraken releases ink in the water, leaving a cloud 80ft deep by 80ft wide by 120ft long. A kraken's ink is poisonous and will cause 1d4 points of damage per round until the ink dissipates. The ink lasts for about 5 rounds.

L

LAMIA

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Chaotic evil
MOVE	240ft
ARMOUR CLASS	3 [17]
HIT DICE	9
MELEE ATTACKS	1 dagger (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	60%
INTELLIGENCE	High (13-14)
MORALE	90
LOOT	Hoard 4
EXPERIENCE	1,500 +12/hp

Lamiai like to live in deserted towns, ruins, and other desolate places. These creatures have the upper body of a woman and the lower half of an animal (usually a lion or tiger, but sometimes a serpent). Typically a lamia is armed with a dagger, but these are really just tools. They use spells to lure their victims close, and then drain their wisdom by touch.

Special Features

Spell-Like Abilities.

1/day: *charm person, mirror image, suggestion,* and illusion (like the wand).

Special Attacks

Wisdom-Draining Touch. The touch of a lamia permanently drains a single point of wisdom. The lamia does not need to roll to hit against a charmed victim, but must attack normally to touch a resisting opponent. Once a victim's wisdom falls below 3, they become permanent slaves of the lamia (although they are likely to just be eaten).

Unarmed Combat. Lamiai cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

Language

Lamiai speak the common tongue as well as the alignment language of Chaotic evil.

LAMMASU

FREQUENCY	Rare
NO. ENCOUNTERED	1d8
SIZE	Large
ALIGNMENT	Lawful good
MOVE	120ft; 240ft flying (AA:III)
ARMOUR CLASS	6 [14]
HIT DICE	7+7
MELEE ATTACKS	2 claws (1d6+1)
SENSES	Infravision 60ft, Detect invisible 5%
LAIR CHANCE	25%
INTELLIGENCE	Genius (17-18)
MORALE	85
LOOT	Cache 4, 5, 6
EXPERIENCE	875 +10/hp

Champions of all that is good and just, lammasu have quadrupedal bodies the size and shape of the largest of lions, fully-functional feathered wings, and a human head bearing the kindly visage of a bearded wise man.

Lammasu are the guardians and protectors of all lawful good persons and have a friendly disposition to all good-aligned creatures they encounter. Lammasu tend to lair in warm climates but travel widely and can thus be encountered anywhere.

Lammasu prefer to advise and support the forces of good if at all possible, but are formidable opponents in battle. In fact, it is almost impossible to press a lammasu into combat against its will due to its ability to *dimension door* and *become invisible* at will.

Immunities and Resistances

Magic Resistance (30%). Any magic spell or effect has a 30% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Protection from Evil. Lammasu are constantly surrounded by an extra strength protection from evil, 10ft radius (-2 to attack, +2 on saving throws from attacking evil creatures).

Special Features

Spell-Like Abilities.

At Will: *dimension door* and become *invisible*. 20% of these creatures can also speak a *holy word* at will.

Spells. Lammasu can cast cleric spells of up to 4th level as an 8th level cleric does. Spell list: 4—1st level, 3—2nd level, 2—3rd level, 1—4th level. They cast *cure light wounds* and *cure serious wounds* at double normal efficacy (2d8 hp and 4d8+2 hp respectively).

Unarmed Combat. Lammasu cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

Language

Lammasu can communicate in their own tongue, the alignment language of lawful good creatures, and also through telepathy.

LARVAL FIEND

FREQUENCY	Common
NO. ENCOUNTERED	10d4
SIZE	Medium
ALIGNMENT	Any evil
MOVE	60ft
ARMOUR CLASS	7 [13]
HIT DICE	1
MELEE ATTACKS	1 bite (1d4+1)
SENSES	Infravision 60ft
LAIR CHANCE	100%
INTELLIGENCE	Low (5-7)
MORALE	50
LOOT	Nil
EXPERIENCE	10 +1/hp

Larval fiends, sometimes called soul worms, are the extraplanar form of evil souls. Their appearance is similar to a putrescent maggot with a leering humanoid face. They live in great squirming masses and are tended by night hags, who trade them to demons and devils for the creation of quasits and imps. Liches also make use of soul worms to help preserve their essence throughout the centuries. They are not usually found on the prime material plane unless they have somehow been intercepted by a night hag or lich.

Unarmed Combat. Larval fiends cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

LEECH, GIANT

FREQUENCY	Uncommon
NO. ENCOUNTERED	4d4
SIZE	Small
ALIGNMENT	Neutral
MOVE	30ft
ARMOUR CLASS	9 [11]
HIT DICE	1–4 HD
MELEE ATTACKS	1 bite. Damage: 1d4 (1 HD), 1d6 (2–3 HD) or 1d8 (4 HD)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	50 +3/hp

Giant leeches inhabit warmer, fresh water.

Special Attacks

Blood Drain. If a giant leech successfully hits a character, it drains hp equal to its hit dice each round automatically thereafter (so a 4 HD leech drains 4hp per round).

Disease. A character bitten by a giant leech must save vs poison or suffer a disease that will be fatal in 1d6 weeks.

Unarmed Combat. Giant leeches cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

LEPRECHAUN

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d20
SIZE	Tiny (2ft)
ALIGNMENT	Neutral
MOVE	150ft
ARMOUR CLASS	8 [12]
HIT DICE	1d4+1hp
MELEE ATTACKS	Nil
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Exceptional (15-16)
MORALE	50
LOOT	Hoard 6
EXPERIENCE	50 +3/hp

Leprechauns are a type of fey that love to torment those they encounter with practical jokes, general mischief, and swindles. They normally live in green fields or rolling hills on the outskirts of civilisation. Because of their sharp senses they are never surprised.

One of the leprechaun's favourite tricks is to grab some valuable object, turn invisible and flee with it. If they are chased too closely, they will drop the item rather than be tracked back to their lair. If they are caught or tracked back to their lair, the leprechaun will do or say just about anything to win their freedom back. Be warned: leprechauns are magical, and they take great pride in their confidence games. Nothing they say should be considered the truth. A leprechaun will always be playing some kind of scam.

Surprise and Initiative

Surprise. Leprechauns cannot be surprised.

Immunities and Resistances

Magic Resistance (80%). Any magic spell or effect has an 80% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Spell-Like Abilities.

At Will: A leprechaun can turn *invisible*, *polymorph* inanimate objects, make *illusions*, and perform *ventriloquism* at will.

Unarmed Combat. Leprechauns can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF -4/+4. Grappling Result Mods: ATK/DEF -4/+4.

LICH

FREQUENCY	Very Rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Any evil
MOVE	60ft
ARMOUR CLASS	0 [20]
HIT DICE	12 or more
MELEE ATTACKS	1 strike (2d6+paralysation)
SENSES	Infravision 60ft, Detect invisible 95%
LAIR CHANCE	95%
INTELLIGENCE	Genius (17-18) or higher
MORALE	95
LOOT	Hoard 1
EXPERIENCE	at least 10,000 +16/hp

Liches are the remains of powerful wizard-priests who, through fell magics and sinister grimoires, have cheated death and live on beyond the grave in a decaying shell that still revels in awesome magical energies. Unholy magics and an unwavering devotion are not the only things keeping them on the prime material plane. Their souls are already traded to dark gods, but a spark of their essence remains that must be encased in a talisman of sorts. This trinket is a requirement of their Unlife, but no scholar knows how or why this is.

The lair of a lich will often be a complex underworld maze or a wickedly diseased stretch of thick wilderness, at whose black heart resides a tower riddled with magic traps and deadly guardians. Liches do not suffer the fools who would tread upon their mysteries.

Often dressed in rich decaying rags that were exquisite in life, liches are now horrors to behold. They are cadaverous in appearance, with unholy pin-points of green light emanating from the otherwise empty pits that are the eye-sockets of its fleshless skull. Diseased and leprous tatters of meat cling feebly to ancient bones, reeking with the rot of the grave.

Liches are believed to feast on larval fiends as part of the regimen that maintains their unlife.

Immunities and Resistances

Turned as Undead. Liches are turned as type 12 Undead.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Other Immunities. Liches are immune to cold, electrical, paralysation, polymorph, and death magic. Spells that drain attributes or statistics also have no effect.

Special Features

Spell Use. All liches are powerful spellcasters. 40% of liches cast spells as a magic-user, 40% as a cleric, and 20% as both, at 18th level of ability. Those with magic-user abilities will have multiple copies of powerful spell tomes.

Aura of Fear. Anything below 6th level beholding a lich (even in a reflection or a projected image) must save vs magic or flee, never to return to the area again.

Special Attacks

Paralysing Touch. The mere touch of a lich will inflict 2d6 cold damage upon the victim, and they must save vs paralysation or be held frozen to the spot for 3d8 turns.

Unarmed Combat. Liches can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with an 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF +0/+0.

LION

	LION	**COUGAR**	**PREHISTORIC**
FREQUENCY	Common	Common	Rare
NO. ENCOUNTERED	2d6	1d2	2d4
SIZE	Large	Medium	Large
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	120ft	150ft	120ft
ARMOUR CLASS	5 [15]	6 [14]	5 [15]
HIT DICE	5+3	3+2	6+3
MELEE ATTACKS	2 claws (1d6) and 1 bite (1d10)	2 claws (1d4) and 1 bite (1d6)	2 claws (2d4) and 1 bite (2d6)
SENSES	Standard	Standard	Standard
LAIR CHANCE	25%	15%	25%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
MORALE	75	65	80
LOOT	Nil	Nil	Nil
EXPERIENCE	250 +6/hp	100 +3/hp	300 +6/hp

LION

These prefer warm climates and thrive in any such locale be it jungle or savannah. Lions organise themselves into family units called prides. Males are aggressive fighters, defending the territory and the other members of the pride. The female, referred to as a lioness, does all the hunting. A pride will have 1d2 males and 2d4+1 females. If encountered in their lair, there will be 1d10 cubs in various stages of growth but too immature to fight. All adult pride members will fight to the death to protect the young. Lions cannot climb trees and will only swim under duress.

COUGAR

Popularly known as mountain lions, these great cats are not true lions but are similar in most respects. Cougars are more solitary than lions and tend to range more widely while hunting. They are also more prone to attack if approached than are true lions. Though they share habitat preferences with lions they also inhabit mountains as well, giving rise to their popular name. Mountain lions can leap 20ft to attack or spring upwards 15ft.

PREHISTORIC LION

Also known as “cave lions” or “spotted lions,” with the exception of their larger size these cats are very similar to regular lions. Cave lions tend to be found in “lost world” type settings but have been encountered in the same areas as ordinary lions.

Surprise and Initiative

Alert. Lions (all types) are only surprised on a 1 in 1d6.

Special Attacks

Rake. All lions gain an extra two rear leg raking claw attacks (for the same damage as their forepaws) if they successfully hit with both clawing attacks in melee.

Unarmed Combat (Lions and Prehistoric Lions): Lions cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +5/na.

Unarmed Combat (Cougars): Cougars cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +3/na.

LYCANTHROPE

A lycanthrope is a human with the ability to change their shape to some animal form, or a hybrid human-animal form, during the night hours. A full moon is 90% likely to trigger the transition to animal form automatically. Any humanoid bitten by a lycanthrope and damaged for 50% or more of its total hp who survives will contract the lycanthropic disease of its attacker. A *cure disease* from a cleric of 12th level or higher will remove the disease if performed within three days of the attack. If the victim ingests belladonna within one hour after the attack there is a 25% chance the disease will be cured. However, swallowing belladonna in such a manner will incapacitate the victim for 1d4 days; there is also a 1% chance of the herb killing the victim.

A lycanthrope's "size" stat shows its shape-changed size. In human form they are obviously always medium-sized.

Each type of lycanthrope has its own language. The five most common types are listed below.

	WEREBEAR	**WEREBOAR**	**WERERAT**	**WERETIGER**	**WEREWOLF**
FREQUENCY	Rare	Rare	Uncommon	Very rare	Common
NO. ENCOUNTERED	1d4	2d4	4d6	1d6	3d6
SIZE	Large	Large	Small to medium	Large	Medium
ALIGNMENT	Chaotic Good	Neutral	Lawful evil	Neutral	Chaotic evil
MOVE	90ft	120ft	120ft	120ft	150ft
ARMOUR CLASS	2 [18]	4 [16]	6 [14]	3 [17]	5 [15]
HIT DICE	7+3	5+2	3+1	6+2	4+3
MELEE ATTACKS	2 claws (1d3) and 1 bite (2d4)	1 bite (2d6)	1 sword (1d8)	2 claws (1d4) and 1 bite (1d12)	1 bite (2d4)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	10%	20%	30%	15%	25%
INTELLIGENCE	Exceptional (15-16)	Average (8-10)	Very (11-12)	Average (8-10)	Average (8-10)
MORALE	85	70	60	75	70
LOOT	Cache 4, 6, 10	Hoard 2, Cache 5	Hoard 3	Hoard 4, Cache 3 (x5)	Hoard 2
EXPERIENCE	850 +10/hp	250 +6/hp	150 +4/hp	500 +8/hp	200 +5/hp

WEREBEAR

A werebear appears in human form as a large hairy human with a solitary disposition. In ursine form, they are 50% likely to be accompanied by 1d6 brown bears.

Immunities and Resistances

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is made of silver.

Robust Health. Werebears are immune to disease and heal at 3x the normal rate.

Special Features

Summon Allies. A werebear may summon 1d6 brown bears in 2d6 turns if they are within one mile.

Physic. Wearbears can cure disease in another creature in 1d10 x3 days. This might not be fast enough to save a person's life, but if there is no cleric available with cure disease, it might be the only option.

Lycanthropy. See general description for all lycanthropes (shapeshifting and transmission).

Special Attacks

Bear Hug. If the werebear hits with both claw attacks, it crushes the opponent for an additional 2d8 points of blunt damage, and can continue inflicting this 2d8 damage automatically each round thereafter without making a to-hit roll.

WEREBOAR

A wereboar has a foul tempered disposition in either form. It is found in heavily wooded areas, occasionally with normal boars (15% chance of 1d4 boars that will attack on direction by the lycanthrope).

Immunities and Resistances

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is made of silver.

Special Features

Lycanthropy. See general description for all lycanthropes (shapeshifting and transmission).

WERERAT

The horrid ratmen infest the underground sewers and catacombs under large cities. They can assume any of three forms: human, giant rat, or man-rat. In human or man-rat form, they often arm themselves with swords, but prefer to lure unsuspecting individuals into traps where the victim may be held for ransom or later meals. Rumours persist of a city of black wererats on a remote shore; the more fanciful tales suggest the black wererats may have powerful spell casters among their number who can magically affect the phases of the moon.

Surprise and Initiative

Stealth. Wererats surprise on a 1-4 on 1d6.

Immunities and Resistances

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is made of silver.

Special Features

Summon Rats. A wererat may summon 2d6 giant rats and control them. They appear in 1d4 rounds.

Lycanthropy. See general description for all lycanthropes (shapeshifting and transmission).

WERETIGER

Weretigers are usually found in the same climates as tigers, and occasionally live with normal tigers (5%). All normal cats are 75% likely to be friendly to a weretiger due to the lycanthrope's ability to speak with them.

Immunities and Resistances

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is made of silver.

Special Features

Lycanthropy. See general description for all lycanthropes (shapeshifting and transmission).

Special Attacks

Rake. The weretiger gains an extra two rear leg raking claw attacks (1d4+1 each) if they successfully hit with both clawing attacks in melee.

WEREWOLF

When in wolf form, the lycanthrope tends to walk on its back legs. If a werewolf pack numbers 5 to 8, then it will be a family pack which consists of a male, a female and 3–6 younger werewolves ranging from 60% to 90% mature. Any pack may also include wolfweres (wolves who can assume human form).

Surprise and Initiative

Stealth. Werewolves surprise on a 1-3 on 1d6.

Immunities and Resistances

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is made of silver.

Special Features

Lycanthropy. See general description for all lycanthropes (shapeshifting and transmission).

LIZARD, GIANT

	FIRE	GIANT	MONITOR	CAVE
FREQUENCY	Very rare	Uncommon	Rare	Uncommon
NO. ENCOUNTERED	1d4	2d6	1d6	1d6
SIZE	Huge (30ft long)	Large (20ft long)	Huge (40ft long)	Large (20ft long)
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	90ft	150ft	60ft	120ft
ARMOUR CLASS	3 [17]	5 [15]	5 [15]	5 [15]
HIT DICE	10	3+1	8	6
MELEE ATTACKS	2 claws (1d8) and 1 bite (2d8)	1 bite (1d8+1)	2 claws (2d6) and 1 bite (3d6)	1 bite (2d6)
SENSES	Infravision 60ft	Infravision 60ft	Standard	Infravision 60ft
LAIR CHANCE	40%	Nil	80%	20%
INTELLIGENCE	Animal (1)	Non- (0)	Non- (0)	Non- (0)
MORALE	95	N/A	N/A	N/A
LOOT	Hoard 2, Cache 3 (X10), Cache 5 and 6	Nil	Individual 1-5, Cache 3, plus 10% chance of 2 magic items	Cache 1, 2, and Cache 3 (x5)
EXPERIENCE	1,500 +14/hp	120 +4/hp	925 +10/hp	375 +6/hp

FIRE LIZARDS

Fire lizards are also known as “false dragons” and are thought to be an evolutionary dead-end of the dragon family tree. These giant lizards have a tough scaled hide very similar to a dragon but lacking the long life, wings, and horns of their fire-breathing cousins. Colouration tends to be a rather neutral grey with patches of a dark brownish red on the dorsal surface, and a lighter red on the ventral surface. Fire lizards darken in colour as they age. Curiously, red dragons avoid confrontation with fire lizards and will not even lair in the same area fire lizards frequent.

False dragons are normally slow-moving creatures and spend 50% their time sleeping in their subterranean lairs. When they emerge every two weeks or so to feed, however, they are aggressive foes.

Fire lizards have an affinity for shiny objects and their lairs tend be littered with coins and gems. A lair also has a 15% chance of containing 1d6 eggs, but the fire lizard is largely indifferent as to their fate. The first hatchling will generally eat the others as they emerge. A fire lizard egg can fetch as much as 5,000gp from an interested party.

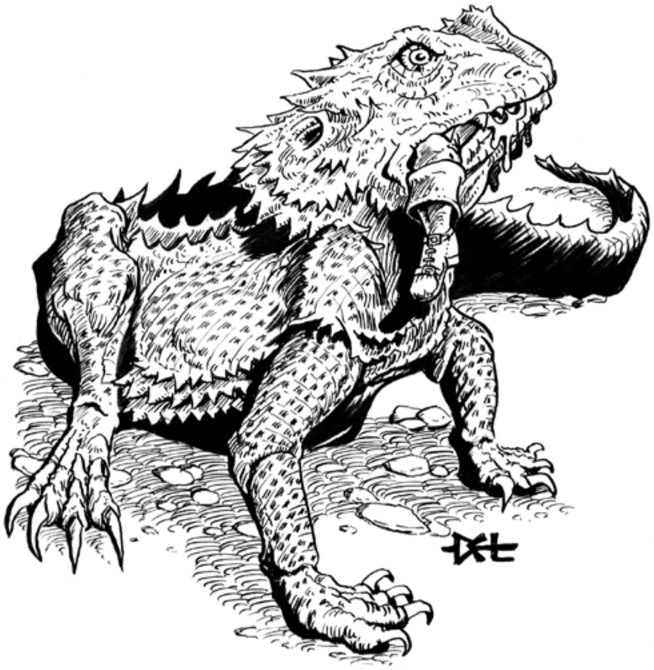
Immunities and Resistances

Immune to Fire. Fire lizards are immune to fire damage.

Special Attacks

Breath Weapon. Fire lizards can exhale a cone-shaped blast of flame 10ft wide at the terminus with a range of 150ft, causing 2d6 points of fire damage. A saving throw vs breath weapons is allowed for half damage. Breathing fire takes up the lizard’s action for that round, but the breath weapon can be used as often as the lizard chooses.

Unarmed Combat. Fire Lizards cannot be targeted with grappling or overbearing attacks; they may, occasionally, overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/na. Overbear Results Mods: ATK/DEF +10/na.



GIANT LIZARDS

Giant Lizards dwell in marshy or swampy areas, but can also be found underground. Other than their size, they are unremarkable beasts.

Special Attacks

Powerful Bite. On a to-hit roll of 20+ (including a modified 20), a giant lizard has grabbed its opponent firmly in its powerful jaws and will cause double damage that round.

MONITOR LIZARDS

Monitor Lizards are aggressive carnivores found in warm regions. Their colouration tends toward dark grey and black and they have longer snouts and longer, sharper teeth than other types of giant lizards.

Surprise and Initiative

Monitor lizards move slowly, but can lunge suddenly, surprising their prey on a 1-4 on 1d6.

Special Attacks

Bite. On a to-hit roll of 20+ (including a modified 20), in addition to ordinary damage, the monitor has seized its opponent in its toothy maw and the unfortunate victim is subjected to an automatic hit in the following round.

Unarmed Combat. Giant monitor lizards cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

CAVE LIZARDS

Cave Lizards dwell in underground settings such as caverns and dungeons.

Special Features

Climber. This creature can move on walls and ceilings as if they were floors.

Special Attacks

Powerful Bite. On a natural to-hit roll of 20, the cave lizard's jaws have clamped onto its prey, causing double damage on that attack.

Unarmed Combat. Giant cave lizards cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

LIZARD MAN

FREQUENCY	Rare
NO. ENCOUNTERED	10d4
SIZE	Medium (7ft tall)
ALIGNMENT	Neutral
MOVE	60ft; 120ft swimming
ARMOUR CLASS	5 [15] or 4 [16] with shield
HIT DICE	2+1
MELEE ATTACKS	2 claws (1d2) and 1 bite (1d8) or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Low (average)
MORALE	55
LOOT	Hoard 4
EXPERIENCE	20 +2/hp

Lizardmen are bipedal reptile-people. Their hides are tough and leathery, and are coloured in many different shades of green. They have cold black eyes, and hard nails on their fingers. Some have a bony ridge along their backs.

Lizard men often make their homes in underwater caves that contain air. They are semi-aquatic and require air to breathe. They are excellent swimmers, and will eat most anything, though they prefer human meat to all others.

Some communities of lizardmen are more civilized than others. These make their homes in crude villages and use shields for protection. These lizard men tribes also make use of barbed darts and javelins as missile weapons. For the most part, these lizardmen still hunt and eat humans.

Immunities and Resistances

Hold Breath. This creature can go for up to an hour between breaths.

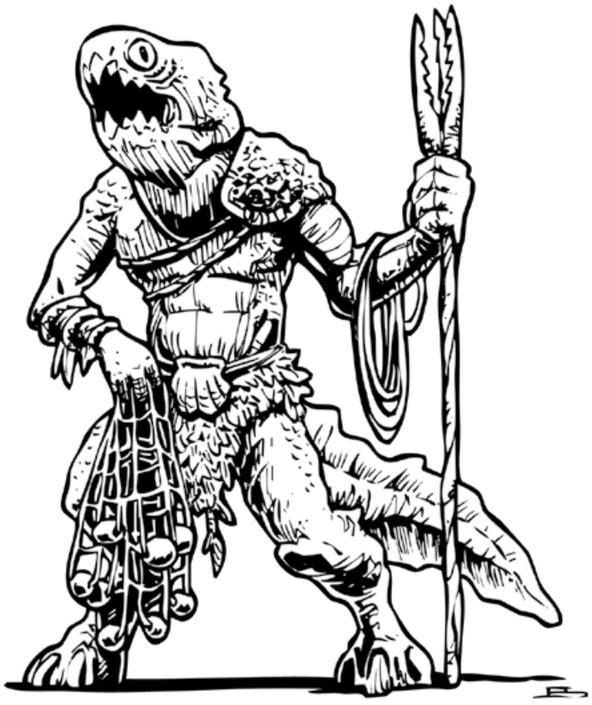
Special Attacks

Ranged Attack. Advanced lizardmen can use missile weapons as humans do.

Unarmed Combat. Lizardmen can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/+0.

Language

Lizard men speak their own tongue, and a few (10%) can also speak common.



LOCATHAH

FREQUENCY	Rare
NO. ENCOUNTERED	20d10
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	6 [14]
HIT DICE	2
MELEE ATTACKS	1 (By weapon)
SENSES	Standard
LAIR CHANCE	10%
INTELLIGENCE	Very (11-12)
MORALE	55
LOOT	Hoard 1
EXPERIENCE	30 +1/hp

Locathah are bipedal fish-people, covered in scales. They have large, black eyes and large fan-shaped finned ears. Locathah can leave the water for short periods (2d10 minutes) of time but are loath to do so.

For the most part, locathah make their home in the warm, shallow, salt waters of seas and oceans. They roam the area around their lair, hunting and gathering food. They are rather distrustful of strangers, even strangers of their own species. Lairs are built in undersea rock formations, very much like human fortifications, and they often alter the rock face to a distinctive fortress-like appearance. The locathah will hollow the rock into rooms, chambers, and passages as needed and doors are typically quite sturdy and well-guarded either by moray eels or trapped air bubbles containing Portuguese man-o-wars.

Locathah troops are organised into companies of 40 warriors, each led by a war-chief with 22 hit points who fights as a 5th level fighter. The war-chief is assisted by 4 sub-chiefs with 15 hp who fight as 3rd level fighters.

Any group of 3 or more companies (120 warriors) will be led by a full chief with 30 hp who fights as a 6th level fighter. The chief will be protected by an honour guard of 12 warriors who fight as sub-chiefs.

There is a 5% chance a sub-chief or war-chief will be carrying a magic weapon of the appropriate type and a 10% a full chief will have one.

Locathah troops ride giant eels (q.v.) into battle and these mounts will also fight.

- One-fourth of locathah troops are armed with lances (2d4+1 piercing).
- One-fourth of locathah troops are armed with tridents (1d6+1 piercing).
- One-fourth of locathah troops are armed with light crossbow (1d4+1 piercing) and dagger. The light crossbows have a 20ft range underwater.
- One-fourth of locathah troops are armed with net and dagger.

Special Attacks

Ranged or Melee Attack (Net). Some locathah are armed with nets. These have a range of 20ft (and can be thrown while in melee combat). If the attack hits, the target is automatically (no saving throw) entangled for 1d4 rounds, unable to attack or move.

Unarmed Combat. Locathah can be targeted with grappling or overbearing attacks and may use these tactics. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/+0.

LURKER ABOVE

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	10ft; 90ft flying (AA:I)
ARMOUR CLASS	6 [14]
HIT DICE	10
MELEE ATTACKS	1 (Smother)
SENSES	Infravision 60ft
LAIR CHANCE	95%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Hoard 3, Cache 11
EXPERIENCE	1,500 +10/hp

Lurkers are dangerous creatures that wait in high places for prey to pass beneath them. In shape they resemble manta rays, but have such colouration and form that they can become almost indistinguishable from the stone of the caverns in which they dwell.

Surprise and Initiative

Surprise. Lurkers surprise on a 1-5 in 1d6, even if they wait to drop (this is a measure of how difficult they are to see).

Special Attacks

Drop and Smother. Lurkers attack by dropping onto a creature and enfolding it. Lurkers that successfully engulf their victim (on a successful to-hit roll) automatically cause 1d6 points of damage from constriction every round thereafter and will cause suffocation within 1d4+1 rounds. Those engulfed may only use short weapons (short sword or smaller) against their attacker and are not in a position to change weapons. Lurkers continue to attack until slain. Fortunately for adventurers, lurkers have such a tough body that attacking a lurker that has enfolded someone does not damage the enfolded victim.

Unarmed Combat. Lurkers above cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

LYNX, GIANT

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	2+2
MELEE ATTACKS	2 claws (1d2) and 1 bite (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	5%
INTELLIGENCE	Very (11-12)
MORALE	60
LOOT	Nil
EXPERIENCE	90 +3/hp

Rare and magical, giant lynxes live in the icy wastes and in deep forests, where they use their intelligence to advantage against competing predators.

Surprise and Initiative

Surprise. Owing to their camouflaged pelts, giant lynxes surprise opponents on a 1–5 on 1d6.

Special Features

Thief Abilities. Giant lynxes have the thief skills Hide, Move Quietly and Climb at 90% and Traps at 75%.

Special Attacks

Rake. If a giant lynx hits with both claw attacks, it gains an additional 2 attacks with the rear claws (1d3 slashing).

Unarmed Combat. Giant lynxes cannot be targeted with grappling or overbearing attacks, but may choose to overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +2/na.

Language

Giant lynxes speak their own language and that of the fey.

M.

MANTICORE

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d4
SIZE	Large
ALIGNMENT	Lawful evil
MOVE	120ft; 180ft flying (AA:II)
ARMOUR CLASS	4 [16]
HIT DICE	6+3
MELEE ATTACKS	3 (1d3/1d3/1d8)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low (5-7)
MORALE	80
LOOT	Hoard 5
EXPERIENCE	525 +8/hp

A manticore has a lion's body with a human head and bat-like wings. Its tail is thick and club-like at the end, and bristles with iron spikes. They make their lairs in dark, dank caves or desolate underground caverns, flying out by night to hunt sheep, cattle, and (if available) humans.

Special Attacks

Tail Spikes. The manticore can launch 6 tail spikes (1d6 piercing) at a range of up to 60ft (120ft at -2, 180ft at -4). A manticore has 24 spikes total, which regrow fully after as little as 2 days.

Unarmed Combat. Manticores cannot be targeted with grappling or overbearing attacks, but may choose to overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +4/na.

Language

Manticores are monsters, and despite the humanlike head they only speak the alignment tongue of lawful evil.

MEDUSA

FREQUENCY	Rare
NO. ENCOUNTERED	1d3
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	90ft
ARMOUR CLASS	5 [15]
HIT DICE	6+1
MELEE ATTACKS	1 snakebite (1d6 + poison)
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12) to High (13-14)
MORALE	75
LOOT	Cache 2, 3 (x10), 10, 11
EXPERIENCE	750 +6/hp

Medusae resemble the monster from Greek myth: women with snakes for hair, whose gaze turns people to stone. One of the most effective weapons against a medusa is a mirror, for a medusa that sees her own reflection may be turned to stone herself if she fails her save.

Special Attacks

Poison Snakebite. The medusa attacks by drawing near to the victim, allowing her snakes to lash out and bite. In addition to the 1d6 piercing damage, anyone bitten must make a saving throw vs. poison or die.

Petrifying Gaze. Any creature meeting the gaze of a medusa must successfully save vs petrifaction or instantly be turned to stone (save each time the gaze is met). The gaze effects extend into both the astral and ethereal planes. This applies to anyone who is generally in front of the medusa, and not using an indirect method of sight such as a mirror. Attacking the creature by looking at a reflection incurs a to-hit penalty of -2. Attacking blindly incurs a to-hit penalty of -4.

Unarmed Combat. Medusae can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/+0.

Language

Medusae speak the common tongue.

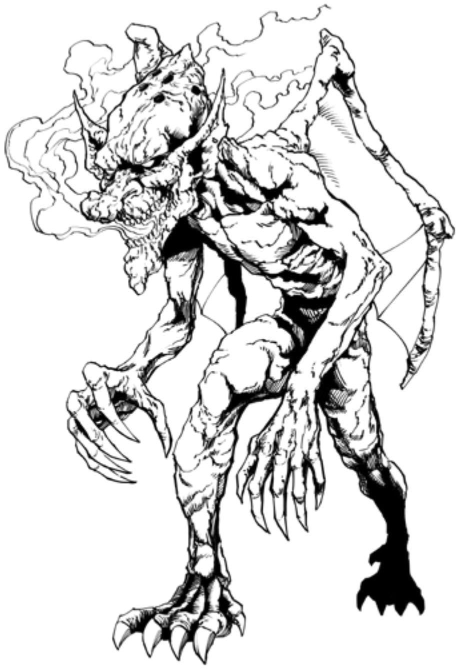
MEPHIT

	FIRE	**LAVA**	**SMOKE**	**STEAM**
FREQUENCY	Very rare	Very rare	Very rare	Very rare
NO. ENCOUNTERED	1	1	1	1
SIZE	Medium (5ft tall)	Medium (5ft tall)	Medium (5ft tall)	Medium (5ft tall)
ALIGNMENT	Any evil	Any evil	Any evil	Any evil
MOVE	120ft; 240ft flying (AA: IV)	120ft; 240ft flying (AA: IV)	120ft; 240ft flying (AA: IV)	120ft; 240ft flying (AA: IV)
ARMOUR CLASS	5 [15]	6 [14]	4 [16]	7 [13]
HIT DICE	3+1	3	3	3+3
MELEE ATTACKS	2 claws (1d3 piercing +1 fire)	1 claw (1 piercing + 1d8 fire)	2 claws (1d2)	2 claws (1d4)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	Nil	Nil	Nil	Nil
INTELLIGENCE	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
MORALE	60	60	60	65
LOOT	Individual 5 (x3)	Individual 5 (x3)	Individual 5 (x3)	Individual 5 (x3)
EXPERIENCE	155 +4/hp	110 +3/hp	100 +3/hp	170 +4/hp

Mephits are the varlets, lackeys, messengers, errand runners, and fetchers of the Lower Planes. They can be found in any of the evilly-aligned lower planes and will be serving the various demons, devils, evil elemental gods, or any extra-planar creature of dark purpose and evil intent. Their exact origins and home plane are not known; even the mephits themselves do not know for certain. This entry lists the known types of mephits, but dark rumours persist of other types more dangerous than these.

Mephits share various common characteristics. They are all about 5ft tall, bat-winged, with sharp fangs. Mephits speak their own language shared by all the different types of mephits, their alignment tongue, and usually speak the common tongue of whatever lower plane they happen to call home. Mephits are mischievous and have a malignant sense of humour, finding joy in the pain of others.

Unarmed Combat. Mephits cannot be targeted with grappling or overbearing attacks, and do not use these tactics.



FIRE MEPHITS

Fire mephits are wreathed with tiny wisps of flame, and touching one bare-handed will cause 1 point of damage. In combat mephits attack with two claws and a breath weapon.

Immunities and Resistances

Immune to Fire. Fire mephitis are immune to fire damage.

Special Features

Spell-Like Abilities.

1/Hour: attempt to *gate* in another mephit, type determined randomly, (33% chance of success).

1/day: *magic missile* (two missiles) and *heat metal*.

Special Attacks

Breath Weapon. The fire mephit's breath weapon has two modes: a jet of flame 15ft long and 1 inch wide, or a blanket of flame 5ft square. The jet is directed against a single target and always hits, causing 1d8+1 fire damage; a saving throw vs breath weapons is allowed for half damage. The blanket of flame causes 4 points of damage to each victim in the area of effect, no saving throw allowed.

LAVA MEPHIT

These mephits are red in colour and sweat droplets of molten lava. As a result, the lava mephit is so hot it can be sensed up to 30ft away. Touching one without protection results in 1d8 points of damage.

The touch of a lava mephit dissolves metal rather quickly, destroying plate mail armour in 3 melee rounds. Wood dissolves a little more slowly, about an inch per hour of contact. The lava mephit can shape-change into a pool of lava but doing so will not recharge the mephit's breath weapon or allow it to regenerate.

Immunities and Resistances

Immune to Fire. Lava mephitis are immune to fire damage.

Special Features

Limited Regeneration. When in contact with molten lava, the lava mephit can regenerate 2 hp per round, but if killed it cannot regenerate back to life as a troll does.

Spell-Like Abilities.

1/Hour: *gate* in 1d2 mephits (25% chance of success). The type is random, but if two appear, they will be the same type.

Burning Touch. Although it has no effect in combat, a lava mephit can melt metal and burn wood by prolonged contact, destroying doors or other impediments.

Special Attacks

Spit Lava. In addition to its attack, every 3 rounds a lava mephit can spit a blob of molten lava, up to 8 times before recharging (see below). The projectile has a 10ft range, always hits the mephit's target, and inflicts 1d6 fire damage with no saving throw. Contact with lava also allows the mephit to recharge its breath weapon.

SMOKE MEPHIT

This type of mephit is charcoal black, and constantly emits smoke. When encountered on the Prime Material Plane, smoke mephits rarely stray from dark or smoky areas except in great need. Smoke mephits attack with two claws, and may employ their breath weapon while in combat.

Immunities and Resistances

Immune to Fire. Smoke mephits are immune to fire damage.

Special Features

Death Flash. If slain, the smoke mephit emits a burst of flashfire which inflicts 1 point of damage to everyone with 10ft, no saving throw allowed.

Spell-Like Abilities.

1/Hour: *gate* in 1d2 mephits (25% chance of success). The type is random, but if two appear, they are the same type.

1/day: *invisibility* and *dancing lights*.

Special Attacks

Smokeball (every other round). The smoke mephit's breath weapon is a ball of oily smoke that automatically strikes its target, with a range of 20ft, dealing 1d4 hp, no save allowed. In addition to the hit point damage, the victim is blinded for 1d2 rounds. There is no limit to the number of times a smoke mephit may use its breath weapon.

STEAM MEPHIT

These mephits constantly sweat hot water in profuse amounts, leaving puddles of hot water behind them as they travel. Touching a steam mephit causes 1 point of damage to unprotected skin and has a 50% chance to stun the victim for 1 melee round.

Immunities and Resistances

Immune to Fire. Steam mephits are immune to fire damage.

Special Features

Spell-Like Abilities.

1/Hour: *gate* in 1d2 mephits (30% chance of success). The type is random, but if two appear, they are the same type. Also, the steam mephit can contaminate water (as the reverse of the *purify water* spell).

1/day: rain boiling water in a 40×40ft square area of effect for 2d6 hp to all in the affected area (no saving throw).

Special Attacks

Spit Scalding Water (every other round). The steam mephit can spit a stream of scalding water that will automatically hit any single target within 20ft. The stream inflicts 1d3 points of damage and has a 50% chance to stun the target (no saving throw allowed).

MERMAN

FREQUENCY	Uncommon
NO. ENCOUNTERED	20d10
SIZE	Medium
ALIGNMENT	Neutral
MOVE	10ft; 180ft swimming
ARMOUR CLASS	7 [13]
HIT DICE	1+1
MELEE ATTACKS	1 (By weapon)
SENSES	Standard
LAIR CHANCE	25%
INTELLIGENCE	Average (8-10)
MORALE	50
LOOT	Hoard 3, Cache 4
EXPERIENCE	30 +1/hp

Mermen (also called "merfolk") appear as normal humans from the waist up, but as human-sized fish or dolphins from the waist down. They disdain clothing, though they will often adorn themselves with plundered jewellery and use any enchanted weapons and protective magic rings or bracers they may gain in their raids.

Merfolk are the inhabitants of oceans and seas in the warmer areas of the world, being particularly fond of tropical seas. Mermen are much like rural humans, farming and harvesting vegetation on the ocean floor and hunting in the area around their settlements; they hunt for fish and other sea–going creatures. Merfolk have been known to herd certain fish, keeping them corralled in large, spherical netted seaweed pens in much the same way their human counterparts will herd cattle.

Merfolk tend to congregate in small communities, establishing their dwellings in reefs or underwater cliffs and tunnelling many rooms and passages into these natural structures. Rarely, mermen will construct dwellings of natural materials such as seashells, coral, rocks, and materials scavenged from sunken sailing vessels. These communities, no matter the location, will correspond to a human agricultural type community in many respects: there will be workshops, residences, pens for the food fish, and storage areas for the harvested sea vegetation. Merfolk rarely venture from the ocean but can sometimes be spotted sunning themselves on coastal rocks in isolated areas.

Merfolk communities are guarded by 3d6 giant gar (see Fish, Giant), bred and trained by the mermen for this purpose.

In battle, merfolk troops encountered will be armed as follows:

- 50% trident
- 25% crossbow (1d4+1 piercing) and dagger. The light crossbows have a 20ft range underwater.
- 25% net (see below), javelin, and dagger.

Though mermen tend to avoid humans under most circumstances, they have been known to attack and sink surface vessels to plunder them. Grappling hook-equipped mermen will surface and hurl their grapples up to 30ft as the other mermen attack exposed crewman on the ship with crossbows and thrown javelins. The merfolk are quite proficient with grapples and will successfully score a hit on a roll of 1–9 on a 1d10. If a grapple hits it will be grabbed and held by 10 mermen, causing the ship to lose 30ft per round of top speed for each successful grapple attack. If the crew of the ship manages to cut a grapple line it will take the 10 mermen holding the line a round to regroup and return to the fight. Any merman grappling the ship or laying down cover fire is exposed to ranged attack from the ship. Further, fire-based attacks will cause double damage but only for a single round. If the grappled ship is successfully rendered motionless it will be pulled underwater in 4d4 rounds. Any crewmen abandoning ship at this time will be ignored as the ship and mermen sink beneath the waves. Mermen do not take surface dwellers prisoner, but will not normally harm any crewmen in the water—unless the crew of the ship foolishly try to continue the battle.

Special Attacks

Ranged or Melee Attack (Net). Some mermen are armed with nets. These have a range of 20ft (and can be thrown while in melee combat). If the attack hits, the target is automatically (no saving throw) entangled for 1d4 rounds, unable to attack or move.

Language

Merfolk speak their own language, 50% speak locathah, and if the merfolk dwell near any other intelligent aquatic creatures at least 10% of the community will be able to speak that tongue as well.

MINOTAUR

FREQUENCY	Rare
NO. ENCOUNTERED	1d8
SIZE	Large
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	6 [14]
HIT DICE	6+3
MELEE ATTACKS	1 gore (2d4) or 1 bite (1d4), or by weapon
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Low (5-7)
MORALE	80
LOOT	Hoard 3
EXPERIENCE	225 +6/hp

Minotaurs usually like to inhabit vast mazes whether they be underground or outdoors. They are excellent trackers (50% chance to track) and will always give chase if they can see their prey. These beasts are man–eaters and will attack savagely anything they think they can kill and eat. They are stupid and can be tricked.

Minotaurs can attack with their horns only if their opponent is medium-sized or larger. They have to bite smaller foes or attack with a weapon.

Surprise and Initiative

Surprise. Minotaurs are surprised only on a 1 in 1d6.

Unarmed Combat. Minotaurs can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +2/-2.

Language

Minotaurs can speak their own language and sometimes (25%) can speak common.

MOULD

	BROWN	**YELLOW**
FREQUENCY	Very rare	Uncommon
NO. ENCOUNTERED	1 patch	1 patch
SIZE	Small to Large	Small to Large
ALIGNMENT	Neutral	Neutral
MOVE	0	0
ARMOUR CLASS	10 [10]	10 [10]
HIT DICE	N/A	N/A
MELEE ATTACKS	Nil	Nil
SENSES	N/A	N/A
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)
MORALE	N/A	N/A
LOOT	Nil	Nil
EXPERIENCE	None	None

BROWN MOULD

Brown mould can be found in places where it escapes the effects of ultraviolet light. It feeds on most other sources of energy, and absorbs the body heat of any creature that comes within 5ft.

Immunities and Resistances

Almost Unkillable. Brown Mould cannot be killed without the use of a wish spell. The only thing that really affects it is magical cold. An *ice storm* or *wall of ice* will make the brown mould go into a dormant state for 5d6 turns.

Special Features

Growth by Fire. Brown mould grows in the presence of heat, so that the presence of high (fiery) temperatures can cause the mould to increase its size by a factor of 2d4 times in the course of a melee round.

Special Attacks

Heat Absorption. Heat absorption from a brown mould deals damage to all creatures within 5ft, at a rate of 4d8 cold damage per combat round (this is approximately 1d8 per 10 degrees Fahrenheit of body heat over 50 degrees). Creatures that are colder (undead, in particular) will take less damage or potentially none at all.

YELLOW MOULD

Yellow mould is a growth found only in dark places, more of a hazard than a monster.

Immunities and Resistances

Immune to All but Fire. Yellow mould is extremely susceptible to fire and fire attacks, but cannot be killed by any other means. A *continual light* spell will force the mould to go dormant for 2d6 turns until it covers the light source. If it is set alight, the mould will die in 1d3+3 rounds.

Special Attacks

Spores. When touched, yellow mould releases spores in a 10ft (cube) cloud. Any creature within this area will die unless it successfully saves vs poison. A dead character will require a *cure disease* in addition to *raise dead* or *resurrection*, or they will remain infected and die again. If any surface covered in yellow mould is handled roughly, there is a 50% chance spores will be released in such a cloud.

MULE

FREQUENCY	Common
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	1 bite (1d2) or 2 kicks (1d6)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Semi- (2-4)
MORALE	60
LOOT	Nil
EXPERIENCE	20 +2/hp

Mules are a sterile cross-breed of horses and donkeys, and are sure-footed enough to be taken into dungeons. Their stubbornness is legendary. The stats given for mules can also be used for asses and donkeys, although these should have their hit points rolled on d6s rather than d8s to reflect their smaller size.

MUMMY

FREQUENCY	Rare
NO. ENCOUNTERED	2d4
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	60ft
ARMOUR CLASS	3 [17]
HIT DICE	6+3
MELEE ATTACKS	1 (1d12)
SENSES	Standard
LAIR CHANCE	80%
INTELLIGENCE	Low (5-7)
MORALE	N/A
LOOT	Hoard 4
EXPERIENCE	985 +8/hp

The mummy is an undead creature. Normally found in tombs or other burial places, they hate life and attempt to destroy any living creature they encounter. A *raise dead* spell will transform the monster into a 7th-level fighter unless the mummy makes a successful save vs spells.

Immunities and Resistances

Turned as Undead. Mummies are turned as type 8 Undead.

Immune to Mundane Weapons and Resistant to All Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more. Even a magic weapon inflicts only half damage on a mummy (drop fractions).

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Vulnerable to Fire. A mummy is susceptible to fire. A hit from a torch will deal 1d3 hp damage, a flask of burning oil causes 1d8 hp on the first round and 2d8 hp on the second round, and magical fires deal +1 for each die of damage.

Special Features

Fear. All creatures within 60ft of a mummy, upon sight, will suffer the effects of fear and revulsion unless a successful saving throw vs spells is made. If the save fails, the victim will be paralysed for 1d4 rounds. Groups of creatures gain a bonus of +1 for their save at a ratio of six creatures for each mummy (for example: 12 creatures in sight of 1 mummy gain a +2 to save; 12 creatures in sight of 2 mummies gain a +1, and 12 creatures within sight of 3 or more mummies gain no bonus). If humans confront a mummy, then each human will gain a +2 to their saves.

Special Attacks

Mummy Rot. A successful hit by a mummy causes a wasting and rotting disease which will cause death within 1d6 months. For each month of affliction, the victim permanently loses 2 points of charisma, and while diseased no *cure wound* spells will have any effect and any wounds will naturally heal at a 10% rate. The mummy rot can only be cured by a *cure disease* spell. A character killed by a mummy cannot be raised (due to the amount of damage caused by the rotting waste) unless a *cure disease* and *raise dead* are both cast on the victim within one hour of death.

Unarmed Combat. Mummies cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

N

NAGA

	GUARDIAN	SPIRIT	WATER
FREQUENCY	Very rare	Rare	Uncommon
NO. ENCOUNTERED	1d2	1d3	1d4
SIZE	Large (20ft long)	Large (15ft long)	Medium (10ft long)
ALIGNMENT	Lawful good	Chaotic evil	Neutral
MOVE	150ft	120ft	90ft swimming
ARMOUR CLASS	3 [17]	4 [16]	5 [15]
HIT DICE	11 to 12	9 to 10	7 to 8
MELEE ATTACKS	1 bite (1d6) and tail lash (2d8)	1 bite (1d3)	1 bite (1d4)
SENSES	Infravision 60ft, Detect invisible 30%	Infravision 60ft, Detect invisible 5 to 15%	Infravision 60ft
LAIR CHANCE	75%	60%	45%
INTELLIGENCE	Exceptional (15-16)	High (13-14)	Very (11-12)
MORALE	100 to 105	90 to 95	80 to 85
LOOT	Hoard 8	Hoard 2, Cache 6 and 10	Hoard 4
EXPERIENCE	3,500 +10/hp	2,750 +14/hp	1,350 +10/hp

Unarmed Combat. Nagas cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

GUARDIAN NAGA

A guardian naga appears as a long, snake-like creature with a human head, golden eyes, and green-gold scales. The scales along its spine are triangular and silvery.

Guardian naga are mostly found in holy places. They serve as sentinels over some ancient evil or treasure belonging to the cause of good.

Special Features

Spells. The guardian naga casts clerical spells as a 6th level caster:

- 1st level: 3
- 2nd Level: 3
- 3rd level: 2

Special Attacks

Poison Bite. In addition to piercing damage, the naga's bite is poisonous. Anyone hit by the naga's bite must make a saving throw vs. poison or die.

Spit Poison. The naga can spit poison up to 30ft at any single target (to-hit roll required), and the target must save vs poison or die.

SPIRIT NAGA

The evil and corrupt spirit naga dwells in deep ruins and other subterranean places. Its scales are black with blood red bands, and its human-like head is large and misshapen.

Special Features

Spells. A spirit naga can use divine and arcane spells to 4th and 5th levels respectively:

DIVINE		ARCANE	
1st level:	3	1st level:	4
2nd level:	2	2nd level:	2
		3rd level:	1

Special Attacks

Poison Bite. In addition to piercing damage, the naga's bite is poisonous. Anyone hit by the naga's bite must make a saving throw vs. poison or die.

Gaze Attack (Charm). Any creature meeting the naga's gaze must successfully save vs paralysation or be charmed (as per a charm person spell). A saving throw is required each time the gaze is met. This applies to anyone who is generally in front of the naga, and not using an indirect method of sight such as a mirror. Attacking the creature by looking at a reflection incurs a to-hit penalty of -2. Attacking blindly incurs a to-hit penalty of -4.

WATER NAGA

The water naga's scales range from deep green to turquoise and its eye colour varies from light green to brilliant amber. It dwells deep below the surface of fresh water lakes ponds and rivers. The water naga is typically quite curious and harmless unless provoked.

Special Features

Spells. The water naga casts arcane spells as a 5th level magic-user:

- 1st level: 4
- 2nd level: 2
- 3rd level: 1

Special Attacks

Poison Bite. In addition to piercing damage, the naga's bite is poisonous. Anyone hit by the naga's bite must make a saving throw vs. poison or die.

NECROPHIDIUS

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large (15ft long)
ALIGNMENT	Neutral
MOVE	90ft
ARMOUR CLASS	2 [18]
HIT DICE	2
MELEE ATTACKS	1 bite (1d8 + paralysis)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Average (8-10)
MORALE	N/A
LOOT	Nil
EXPERIENCE	125 +2/hp

Referred to in forbidden books of necromancy as the "death worm", the necrophidius is a skeletal giant snake with the fanged skull of an adult human for a head. The necrophidius is a necromantic construct but is not an undead creature and cannot be turned by a cleric.

There are several ways to go about creating a necrophidius. First, the basic materials must be assembled: the skull of a cold-blooded murderer who has been killed within 72 hours of the ritual, and the complete skeleton of a giant snake. The process will also require 10 days plus the services and laboratory of an alchemist, who will charge the full monthly fee plus 500 gp per hp of the completed necrophidius. At the end of 10 days, the potential owner has 24 hours to complete the ritual by one of the methods detailed hereafter.

First, a magical book can be used. These work the same way as a *manual of the golems* (q.v.) can be used to create a golem. Second, a high-level magic-user can cast the following spells in this order upon the pre-necrophidius alchemical mixture: *limited wish*, *geas*, and *charm person*. Upon completion of the *charm person* spell the death worm magically assembles from the various parts, absorbing the fluids of the mixture. Lastly, a cleric can cast the following divine spells upon the pre-necrophidius alchemical mixture in this precise order: *quest*, *neutralise poison*, *prayer*, *silence 15ft radius*, and *snake charm*. As with the magic-user, when the last spell is completed the necrophidius magically assembles from the various parts, absorbing the fluids of the mixture.

Because of the artificial nature of the necrophidius, they are never encountered in a lair or as a wandering monster. Instead, they are created for a specific purpose, usually as an assassin or guard. They are perfect for this role because they never sleep, they never check morale, and they never give up.

Surprise and Initiative

Surprise. Death worms move completely silently, and surprise prey on a 1-3 on 1d6.

Immunities and Resistances

Necromantic Construct. This creature is necromantic but not "undead," so cannot be turned by a cleric.

Creature of Necromancy. This creature is immune to all illusions, mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Special Attacks

Dance of Death. This attack is a swaying, hypnotic dance that dominates the attention of anyone who fails a saving throw vs petrifaction. An individual so dominated will stand completely motionless and unresisting as the necrophidius advances and attacks. The victim does not defend (no shield or dex bonus) but is not considered fully paralysed for purposes of immediate killing.

Paralytic Bite. A successful bite attack inflicts a magical paralysis upon the victim for 1d4 turns, unless the target makes a saving throw vs. paralysis.

Unarmed Combat. Necrophidius cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

NEREID

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Chaotic neutral
MOVE	120ft
ARMOUR CLASS	10 [10]
HIT DICE	4
MELEE ATTACKS	None
SENSES	Standard
LAIR CHANCE	100%
INTELLIGENCE	Very (11-12)
MORALE	65
LOOT	Cache 10
EXPERIENCE	150 +4/hp

Nereids are transparent and invisible in water. On land these fey creatures appear as young, slim humans. They are playful and capricious, but a few (10%) are actually evil. An equally small number are good.

A nereid will always have a diaphanous shawl containing the creature's spirit essence. Anyone holding the shawl can control the nereid by threatening the shawl, but the nereid will use any means possible to recover it.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Control Water. As fey creatures, neireids can control the water of their homes, speeding or slowing swimming movement through it (up to double normal speed, or down to 25% of it), causing crashing waves that deafen, prevent conversation and interrupt spell-casting, or forming miniature waterspouts that attack as 4 HD monsters (inflicting 1d4hp damage—no more than one such waterspout per nereid per round).

Special Attacks

Kiss. The kiss of a nereid can cause the recipient to drown in air and also in water. This requires a to-hit roll unless the kiss is voluntarily received. If it hits, a saving throw vs spells is required, and if the saving throw fails, the victim will drown in 1d4 rounds unless the magic is dispelled.

Spit. In extremis, a nereid can attack with their spittle (range 20ft) that blinds its target for 1d12 rounds. This requires a to-hit roll but no saving throw is allowed.

Unarmed Combat. Nereids can be targeted with grappling or overbearing attacks if out of the water (this is a terrible idea since the kiss can be used while grappling). If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

NIGHT HAG

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	90ft
ARMOUR CLASS	10 [10]
HIT DICE	8
MELEE ATTACKS	1 (2d6)
SENSES	Infravision 60ft, Detect invisible 5%
LAIR CHANCE	Nil
INTELLIGENCE	Exceptional (15-16)
MORALE	85
LOOT	See below
EXPERIENCE	1,850 +10/hp

Night hags are not creatures of the material plane of existence (and are thus affected by protection from evil), being native to the neutral evil plane of Hades. They resemble hideous women with clawed hands and feet. Night hags hunt in the material planes. This "hunt" is to slay evil people, whose souls are carried back to Hades by the hag, where the soul will form into a larval fiend—a valuable commodity in the demonic and diabolical planes.

If success seems likely, they will also attack any good-aligned creature.

A night hag carries a special periapt forged in Hades, allowing her to astrally project her body at will. Upon losing the periapt, she can still depart the plane she is in at the time. This periapt gives the possessor +2 on all saving throws, and *cures diseases* the possessor contracts. With each use by a good creature, the periapt decays; after ten uses, it vanishes.

Immunities and Resistances

Magic Resistance (65%). Any magic spell or effect has a 65% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immunities. Night hags are immune to charm, fear, sleep, and cold- or fire-based spells.

Immune to Non-Silver Mundane, +1, and +2 Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +3 or more, or is made of silver.

Special Features

Know Alignment. A night hag knows the alignment of any creature it sees.

Gate. A night hag can try to *gate* in an ally (50% chance of success), summoning a barbed devil or class A demon (equal chance of one or the other). The expected reward is one of the hag's larval fiends, so hags tend not to *gate* in allies unless they are in dire danger.

Spell-Like Abilities.

At Will: *polymorph self,* enter/exit ethereal plane (see Section 1.6.10.6: Ethereal in the Player Guide).

3/day: *magic missile* (2d8 damage), *ray of enfeeblement*

Special Attacks

Sleep and Dream-Ride. Finding a victim, a night hag casts a *sleep* spell that affects humans (up to 12th level) who fail a saving throw vs magic, then strangles the sleeper. If the spell fails, she returns nightly while ethereal and enters the victim's dreams, making them ethereal. Each ride until dawn by the hag (who cannot be unseated from the unfortunate's back) permanently drains a point of constitution. When all points are drained, the victim dies and the night hag carries the soul to Hades.

Unarmed Combat. Night hags can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

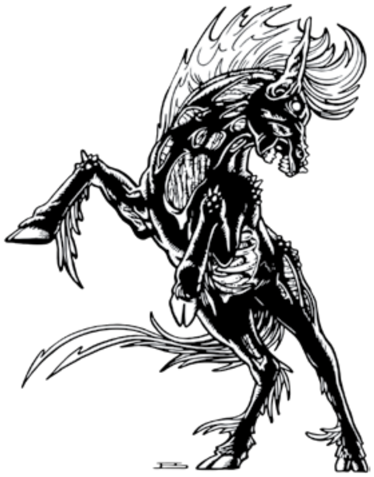
NIGHTMARE

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral evil
MOVE	150ft; 360ft flying (AA:IV)
ARMOUR CLASS	-4 [24]
HIT DICE	6+6
MELEE ATTACKS	2 hooves (1d6+4) and 1 bite (2d4)
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12)
MORALE	80
LOOT	Nil
EXPERIENCE	525 +8/hp

Nightmares serve as mounts for powerful evil beings. Whilst in shape they resemble large warhorses, they are unmistakably otherworldly, having blood red eyes, fiery nostrils, powerful fangs, a midnight black coat, a mane of shadow and hooves that appear to leap aflame when they run.

Although most nightmares do not possess wings, they can fly through the air considerably faster than they can run along the ground. Their capacity for such swift flight is greatly valued by those they serve, as is their ferocity in combat. Nightmares hate living creatures and, being given to viciousness, will generally attack any non-evil entity they encounter.

Nightmares have a strong sense of purpose and this can make them difficult to control; it takes an iron will or powerful magic for a rider to perpetually retain mastery. It is thought that their services can also be bargained for, but exactly what evil such an agreement might entail is unknown.



If ridden by a creature weighing more than 100 lbs, the nightmare's aerial agility level is reduced to III.

Special Features

Smoke Aura. Nightmares give off wisps of noxious smoke, causing anyone within ten feet to make a saving throw vs paralysis or suffer a -2 penalty on "to hit" and damage rolls while in the radius of effect.

Special Attacks

Flaming Hooves. A hit by a nightmare's hooves may set flammable objects on fire.

Unarmed Combat. Nightmares cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

Language

Though it is known that nightmares can understand what their riders ask of them, they are not thought to be able to speak themselves; but they seem to be able to communicate with one another well enough.

NIXIE

FREQUENCY	Rare
NO. ENCOUNTERED	10d10
SIZE	Small (4ft tall)
ALIGNMENT	Neutral
MOVE	60ft; 120ft swimming
ARMOUR CLASS	7 [13]
HIT DICE	1d4 hp
MELEE ATTACKS	1 (by weapon)
SENSES	Standard
LAIR CHANCE	95%
INTELLIGENCE	Very (11-12)
MORALE	50
LOOT	Hoard 3, Cache 3
EXPERIENCE	35 +1/hp

Nixies are fey creatures, related to sprites, that make their homes in freshwater lakes. They appear as strangely beautiful humanoids with lightly scaled greenish skin and webbed hands and feet. Their eyes are silver and their hair is dark green, and they garb themselves in clothes of seaweed. Being fey, nixies take great delight in enslaving humans.

Nixies are weak in combat but make up for this weakness by attacking en masse and overwhelming their enemies. They favour fighting with daggers (1d4 damage) and short spears (1d6 damage) which can be thrown.

Nixies fear bright light and fire; their aquatic nature makes these things foreign to them and a strong presentation of either will drive them away. A strong light source presented underwater will be obscured by schools of summoned fish surrounding the spell effect.

Nixies lair at the bottom of lakes, where they weave living seaweed into dwellings. These dwellings blend in with the underwater growth so well they are 90% unlikely to be noted until within 20ft of them. These underwater villages are guarded by either 1d4 giant gar (25%) or 2d4 giant pike (75%) which will obey commands from the nixies (see: Fish, Giant). Nixies can venture onto dry land but do so only with great reluctance.

Immunities and Resistances

Magic Resistance (25%). Any magic spell or effect has a 25% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Confer Water-Breathing (1/day). Nixies can confer the ability to breathe water on another being, with duration of 24 hours.

Summon Fish (3/day). Nixies can summon 20d4 small fish to obstruct both an invader's vision and movement by massing upon them. Vision is reduced to 10ft, and underwater movement is reduced by half.

Special Attacks

Group Charm. If a human or demi-human approaches within 30ft of a group of nixies they will attempt to charm him or her with a special group charm spell. This charm requires a minimum of 10 nixies to join hands and chant, and any person hearing this fey chanting must save vs spells at -2 or enter the water to serve the nixies for a period of a year and a day. It should be noted: a side effect of this charm grants the ability to breathe water for the duration of the spell. There is a brief opportunity to break the charm; if a *dispel magic* is cast upon the enthralled person before they enter the water there is a 75% the spell will be broken, but once the victim has begun breathing water the chances of breaking the charm drop to only 10%.

Unarmed Combat. Out of water, nixies can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF -2/+2. Grappling Result Mods: ATK/DEF -2/+2.

Language

Nixies speak their own language and the common tongue. They also appear to be able to communicate, at least on a rudimentary level, with freshwater fish of all types.

NYMPH

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	9 [11]
HIT DICE	3
MELEE ATTACKS	1 (1d2 or by weapon)
SENSES	Keen
LAIR CHANCE	95%
INTELLIGENCE	Exceptional (15-16)
MORALE	60
LOOT	Cache 3 (x10), Cache 10
EXPERIENCE	350 +3/hp

Nymphs are nature spirits of almost indescribable beauty, and are always female; it is said that even the mere glimpse of one is enough to rob a mortal of their sight, or perhaps even cause death. They typically inhabit natural places of particular loveliness, such as high mountain lakes or deep forest glades. The key thing about being damaged by seeing a nymph isn't about gender (as described in the original rules), it is about the Ancient Greek concept of disrespect to the gods. Thus, an elf (being fey) might be immune to the effect of laying eyes on a nymph. Any human—not just males—are affected by the sight, because nymphs are creatures not meant by the gods to be looked upon.

Nymphs abhor evil and will occasionally aid someone in distress.

A lock of nymph's hair woven into a cloak or other item of clothing will magically increase the charisma of those who wear it by one point. Alternatively, the lock of hair may be used to create a powerful ***potion of sleep***. Nymph tears are sometimes used in the creation of a ***philtre of love*** and any person who bathes in a nymph's pool will have their charisma increased by two points until sundown.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Dimension Door (1/day). Nymphs can cast dimension door once per day.

Spells. A nymph casts spells as a 7th level druid.

Not to be Looked Upon. Any character that chances to look upon a clothed nymph must make a saving throw vs spells or be permanently blinded. Should a nymph be seen unclothed, then the consequence of a failed saving throw is death. The nymph can "turn off" this effect if she wishes to communicate or be seen safely. As with medusas, a mirror can provide protection from the sight of a nymph.

Unarmed Combat. Nymphs can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/+0. Grappling Result Mods: ATK/DEF +0/+0.

Language

Nymphs typically speak common in addition to the language of the fey (dryads, etc.).

O

OCTOPUS, GIANT

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	180ft swimming
ARMOUR CLASS	7 [13]
HIT DICE	8
MELEE ATTACKS	8 tentacles (1d4) and 1 bite (2d6)
SENSES	Standard
LAIR CHANCE	40%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Cache 4
EXPERIENCE	500 +10/hp

Occasionally a giant octopus will surface to attack a passing ship. They will attach themselves with two tentacles to the ship, leaving the other 6 tentacles free to go after the crew. When the squid has picked the ship clean it will crush the hull and drag the wreckage to its lair.

If the octopus loses more than 3 arms it will release the ship and flee. As it does, the monster will release ink in the water leaving a cloud 60ft deep by 80ft wide.

Special Attacks

Grab and Constrict. With a successful hit, the octopus grabs its victim and holds it. The tentacle does an automatic 2d4 points of blunt damage each round after a successful grab (only 1d4 on the initial hit). It takes one round to eat a dead victim, then the tentacle is free to attack a new target. The only way to escape is to sever the tentacle (inflict 10 hp damage to it, which doesn't affect the creature's total hp). When the tentacle hits, roll 1d100 to determine how well it is holding the victim.

- **01-25:** Both arms are held and the victim cannot attack.
- **26-75:** One limb is held and the victim can attack with a -3 penalty.
- **76-00:** Both arms are free and the victim can attack with only a -1 penalty.

OGRE

	COMMON	**OGRE MAGE (ONI)**
FREQUENCY	Common	Rare
NO. ENCOUNTERED	2d10	1d6
SIZE	Large (9ft+)	Large (9ft+)
ALIGNMENT	Chaotic evil	Chaotic evil
MOVE	90ft	90ft; 150ft flying (AA:III)
ARMOUR CLASS	5 [15]	4 [16]
HIT DICE	4+1	5+2
MELEE ATTACKS	1d10 or weapon	1d12 or by weapon
SENSES	Infravision 60ft	Infravision 60ft
LAIR CHANCE	20%	25%
INTELLIGENCE	Low (5-7)	Average (8-10) to high (13-14)
MORALE	70	75
LOOT	Individual 4 each; in lair Hoard 2, Cache 3 (x10), Cache 5	Cache 4, 5, and 35% chance of 4 magic items (any) plus a scroll
EXPERIENCE	95 +5/hp	750 +6/hp

Ogres are hulking creatures, nine feet tall, although they are not true giants. Their faces are more feral and less human-like than a giant's. Ogres live in all environments, whether above or below ground. They have affinity with hill giants and trolls, and often can be found with them. Ogres love wealth, and will hire themselves out to other creatures toward this end—although ogre mercenaries tend to get badly out of hand unless tightly controlled. Left to themselves, ogres are quite primitive, but if an ogre mage or another dominant non-ogre leader (such as a necromancer or giant) is in charge, they can be quite well-equipped.

In a group of 11 or more ogres, one is a leader and is slightly more powerful (attack capability equal to a 7 HD monster, 33 hit points, AC 3 [17], and damage of 2d6). Groups of 16 or greater ogres will have two of these leaders, as well as an ogre chief. The chief also attacks as a 7 HD monster, but inflicts 1d10+4 hit points of damage and has an AC of 4 [16].

When encountering ogres in their lair, the lair will contain slaves or prisoners 30% of the time. Anyone captured by ogres has a 75% chance to be eaten within a few days of captivity.

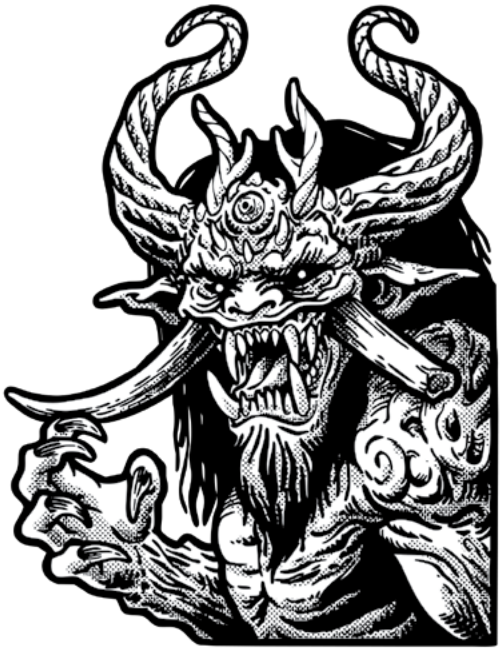
Special Attacks

Weapon Damage Bonus. When attacking with a weapon, ogres inflict +2 to damage, leader-types add +3 and a chief adds +4.

Unarmed Combat. Ogres can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 12+ on 1d20. Hit Mods: ATK/DEF +6/-2. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

Language

Despite their low intelligence, ogres are social creatures and speak orc, troll, and the language of hill giants in addition to their own language and alignment tongue.



OGRE MAGE

Ogre Magi are fearsome evil creatures, well versed in magic and of unnatural size and strength. They are clearly related to ordinary ogres, standing around nine or ten feet tall, with the feral face and thick muscles of a normal ogre. Unlike normal ogres, their skin colour is usually bright yellow, blue, or red. Most have two or more yellow horns, and short tusks.

Though ogre magi are physically powerful, it is their command of magic that makes them truly dangerous adversaries.

Ogre magi are not numerous and tend towards small groups living in castles or well-guarded and luxurious caves. Groups of 5 or 6 are led by particularly powerful individuals with 30–42 hp who fight and save as though they had 9 hit dice. These are leader-type monsters who almost always have underlings: their lairs are generally defended and often guarded by lesser beings (including normal ogres).

Immunities and Resistances

Regeneration. Ogre magi regenerate 1 hp per combat round until they are killed, at which point the regeneration stops.

Special Features

Spell-Like Abilities.

At Will: *fly* (12 turn duration), *invisibility*, *darkness, 10ft radius* and *polymorph self* (limited to humanoid forms 4ft to 12ft in size).

1/day: *charm person, sleep, gaseous form*, and *cone of cold* as a 12th level spell caster.

Unarmed Combat. Ogre magi can be targeted with grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 14+ on 1d20. Hit Mods: ATK/DEF +6/-2. Overbear Results Mods: ATK/DEF +4/-4. Grappling Result Mods: ATK/DEF +2/-2.

Language

Ogre magi speak common and ogrish, amongst other languages.

ORC

FREQUENCY	Common
NO. ENCOUNTERED	30d10
SIZE	Medium (6ft tall)
ALIGNMENT	Lawful evil
MOVE	90ft
ARMOUR CLASS	6 [14]
HIT DICE	1
MELEE ATTACKS	1 weapon
SENSES	Infravision 60ft
LAIR CHANCE	35%
INTELLIGENCE	Average or Low (5-10)
MORALE	50
LOOT	Individual 3 each; in lair Hoard 3, Cache 1, 3 (x10), and 5
EXPERIENCE	10 +1 per hp

Orcs are subterranean humanoid creatures, with a snout and small tusks like a wild boar. Virtually all orcs are of lawful evil alignment (see Group Alignment for Monsters). This is a reincarnating-spirit species whose form attracts lawful evil spirits for reincarnation just as the elvish form attracts chaotic good spirits. Despite the predilection for evil-aligned spirits to inhabit orcs, there are a few orcs who are not of evil alignment, because the life-activating spirit changed alignment before or after rebirth into an orcish body. These are never found with other orcs, however, because if detected they are usually immediately killed in the lawful and evil society of orcs—the inability to communicate in the group's alignment tongue makes detection almost inevitable.

The ”lawful” aspect of orcish alignment is fairly specific. First, orcs are fanatically loyal to a particular horde, “horde” being a concept which is abstract enough to gain the “lawful” descriptor. Second, they consider a strong leadership hierarchy to be absolutely necessary. Third, they consider orcs (as a species and more specifically their own horde) to be the supreme natural rulers of everything they survey. If it were not for these three points, orcs could easily be seen as chaotic. They do not form wider nations even among orcs, they have no respect for learning or non-warrior technology, and they destroy civilisations they conquer rather than assimilating them. They are “lawful” only within the framework of orcish species-superiority. Powerful non-orcish creatures (such as an ogre mage or dragon) can easily take control of orcs as long as they keep an orcish horde-chieftain in place as a puppet. Orcs love to follow tyrannical leaders as long as they are promised plunder, and as long as they seem to have authority themselves (every orc needs someone to bully). The moment they lose fear of a non-orcish supreme leader, though, they will riot or depart seeking plunder, often replacing whatever horde leader allowed them to be “deceived” by the deal they were offered.

Orcs are fiercely loyal to a single horde, and these hordes are in fierce, often-violent competition. They will only unite with other hordes if there is an external force strong enough to be able to control the horde chieftains.

Orcs are skilled miners and cavers. They have the ability to note new or unusual constructions underground 35% of the time, and to spot sloping passages 25% of the time.

Most orcish lairs will be found underground, and those found above ground will consist of simple huts, typically with some kind of defence (ditch, moat, crude walls, etc.). Above-ground orcs prefer to sleep during the day and roam by night.

Leaders

Wandering orcish war–parties are led by a captain and the captain’s personal guards (3d6). These orcs fight as 2 HD creatures. They have AC 4 [16], 11 hp, and inflict +1 damage.

Orc chiefs will always be encountered in a lair. The chief and the chief’s personal guards (of which there are 5d6) fight as 3 HD monsters. They have AC 4 [16], 15 hp, and inflict 2d4 damage.

Immunities and Resistances

Vulnerability to Sunlight. Orcs fight at -1 to hit when they are in direct sunlight.

Special Attacks

Ranged Weapons. Orcs can use ranged weapons. Usually 25% of an orcish group will have short bows or crossbows.

Unarmed Combat. Orcs can engage in grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 10+ on 1d20. Hit Mods: ATK/DEF +6/-4. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

Language

Orcs speak goblin and hobgoblin in addition to their own foul tongue.

OWLBEAR

FREQUENCY	Rare
NO. ENCOUNTERED	1d4+1
SIZE	Large (8ft tall)
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	5+2
MELEE ATTACKS	2 claws (1d6) and 1 bite (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Low (5-7)
MORALE	N/A
LOOT	Hoard 3
EXPERIENCE	225 +8/hp

These nightmarish creatures have the body of a large bear with the head of an owl. They are voracious eaters and possessed of a foul temper, fighting to the death. They are typically found in temperate forests.

Special Attacks

Hug. If an owlbear scores a natural 18 or better on a hit with either of its paws, it has grabbed the victim in a crushing hug. The victim takes an additional 2d8 points of blunt damage that round and the owlbear inflicts an automatic 2d8 points every following round until the owlbear is slain.

Unarmed Combat. Owlbears cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

OTYUGH

	LESSER	GREATER
FREQUENCY	Uncommon	Rare
NO. ENCOUNTERED	1d2	1
SIZE	Medium	Large
ALIGNMENT	Neutral	Neutral
MOVE	60ft	60ft
ARMOUR CLASS	3 [17]	0 [20]
HIT DICE	6 to 8	10 to 12
MELEE ATTACKS	2 tentacles (1d8) and 1 bite (1d4+1)	2 tentacles (1d12) and 1 bite (1d4+1)
SENSES	Infravision 90ft	Infravision 90ft
LAIR CHANCE	75%	75%
INTELLIGENCE	Low (5-7)	Average (8-10)
MORALE	75 to 85	90 to 105
LOOT	Nil	Nil
EXPERIENCE	6 HD: 275 +6/hp 7 HD: 400 +8/hp 8 HD: 650 +10/hp	10 HD: 1,500 +14/hp 11 HD: 2,000 +16/hp 12 HD: 2,300 +17/hp

Otyughs are repulsive beasts that feed off the refuse and waste habitually discarded by other creatures. They are generally found in large rubbish pits and cisterns. Not always content with discards, they sometimes wait beneath the surface for anyone foolish enough to stray too close. Otyughs have no discernible head, the bulk of their form consisting of a great horn-plated torso supported by three stocky legs, with a powerful, sharp-toothed maw. Three long tentacular appendages extend from their bodies, two of which are hard and thorny, being used to attack and grapple prey; the third is actually a sensory organ with three eyes at its end.

Whilst Otyughs suffer no ill-effects from bright light, they do not like it, preferring to dwell in dark places that help them to strike with complete surprise, though their eyes, usually protruding above the surface, sometimes give them away.

Surprise and Initiative

Surprise. Otyughs cannot be surprised, and surprise others on a roll of 1-3 on a d6.

Special Features

Limited Telepathy. Lesser Otyughs are capable of limited telepathy at a range of up to 30ft, and Greater Otyughs up to 60 ft. Such communication is limited to simple thoughts and ideas.

Special Attacks

Disease. Any character unfortunate enough to be bitten by an Otyugh may catch a disease (saving throw vs. poison negates). If contracted, the disease has a 20% chance to be fatal within 1d8 days; if it is not fatal, the patient recovers fully.

Grab. Otyughs can use their tentacles for normal attacks, but may also use them to grab opponents. Grabbing an opponent only requires a successful to-hit roll, and normal damage is inflicted in that round. In later rounds, the otyugh inflicts damage automatically, but less than it might inflict by making an attack roll. Grabbed opponents suffer 1d3+1 points of blunt damage per round, and bite attacks against them are made with +2 to hit. A character with 18 strength can break free after one round of struggling, but other characters must make a successful Minor Test of Strength die roll to do the same. Grabbed characters cannot attack until freed. Greater Otyughs may also use grabbed creatures as a shield; in doing so, they gain a +1 bonus to armour class.

Unarmed Combat. Otyughs cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

P

PEGASUS

FREQUENCY	Very rare
NO. ENCOUNTERED	1d10
SIZE	Large
ALIGNMENT	Chaotic good
MOVE	240ft; 480ft flying (AA:IV)
ARMOUR CLASS	6 [14]
HIT DICE	4
MELEE ATTACKS	2 hooves (1d8 blunt) and 1 bite (1d3 piercing)
SENSES	Standard
LAIR CHANCE	15%
INTELLIGENCE	Average (8-10)
MORALE	65
LOOT	Nil
EXPERIENCE	75 +3/hp

A pegasus is a winged horse who lives in secluded areas far from civilisation. They are intelligent, but very wild and untamed. They do not trust humans and must be approached very carefully. If they can be caught and tamed, they become very devoted mounts. They will, however, only serve a good-aligned master. If mounted by a creature weighing more than 100 lbs, the pegasus' aerial agility level decreases to III.

A pegasus is equal in size and strength to a medium warhorse.

Unarmed Combat. Pegasi cannot be targeted with grappling or overbearing attacks, but may choose to overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +5/na.

PHASE CAT (COEURL)

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Large
ALIGNMENT	Neutral
MOVE	150ft
ARMOUR CLASS	2 [18]
HIT DICE	6+6
MELEE ATTACKS	2 tentacles (2d4)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Average (8-10)
MORALE	80
LOOT	Hoard 4
EXPERIENCE	400 +6/hp

Inspired by the work of A. E. Van Vogt, phase cats (coeurls) are feline predators originating from a place alien in space or time, although probably from the prime material plane since they are not affected by protection from evil. They resemble jaguar-sized black cats with a pair of tentacles that can be used to rip at their foes. The oddest thing about phase cats is that they appear to be in a slightly different place than they actually are, making them difficult to target.

Phase cats hate blink dogs, and will hunt them down and kill them if possible.

Immunities and Resistances

Improved Saving Throw. Phase cats make all saving throws with a +6 bonus to the die roll.

Special Features

Displacement. Phase cats are out of phase with reality, and their visual appearance is slightly off from their actual location. This is *already taken into account* with the armour class and saving throw.

Unarmed Combat. Phase cats cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

Language

Phase cats can communicate telepathically, though they use this to coordinate with each other. They seldom bother to communicate with beings other than phase cats.

PIERCER

FREQUENCY	Uncommon
NO. ENCOUNTERED	3d6
SIZE	Small to Medium
ALIGNMENT	Neutral
MOVE	10ft
ARMOUR CLASS	3 [17]
HIT DICE	1 to 4
MELEE ATTACKS	1 pierce (1d6, 2d6, 3d6 or 4d6)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	1 HD: 10 +1/hp 2 HD: 30 +2/hp 3 HD: 50 +3/hp 4 HD: 80 +4/hp

A piercer looks exactly like a stalactite, but it is a living creature encased in a stone covering. Piercers are sensitive to noise and heat; when they detect a source of either passing beneath them they drop, seeking to kill and devour their target.

A piercer has a single attack, seeking to impale the unlucky victim with its sharp point. After killing and feasting the piercer will move via tiny cilia in its base back up to the ceiling. Any grouping of piercers will include a mix of the various HD, roll 1d4 with 1 = 1 HD, 2 = 2 HD, 3 = 3 HD, and 4 = 4 HD. A piercer will do 1d6 of damage for each of its HD.

The 1 HD piercer is 3ft long and weighs about 200 lbs. With each additional HD the piercer adds another foot of length and another 100 lbs of weight. Piercers devour even the bones of their victims and any intelligent cave or dungeon dwelling denizens living nearby will often (carefully) scavenge any armour, weapons, money, magic, or anything else remaining of even the least value.

Surprise and Initiative

Surprise. Piercers cannot be surprised, and have a 95% chance to attack with 1 segment of surprise whenever someone walks underneath them.

Immunities and Resistances

Cannot be Prone. Piercers are unaffected by being prone.

PIXIE

FREQUENCY	Very rare
NO. ENCOUNTERED	5d4
SIZE	Tiny (2ft)
ALIGNMENT	Neutral
MOVE	60ft; 120ft flying (AA:V)
ARMOUR CLASS	5 [15]
HIT DICE	1d4hp
MELEE ATTACKS	1 dagger (1d4) or short bow (special)
SENSES	Infravision 60ft
LAIR CHANCE	5%
INTELLIGENCE	Exceptional (15-16)
MORALE	50
LOOT	Cache 4, 5, 6, 10
EXPERIENCE	50 +1/hp

Pixies are a type of troublesome fey creatures who enjoy playing tricks and generally annoying anyone who passes through their territory. They like to dwell in secluded forests. Unlike many fey, pixies to not capture humans, but they put intruders to sleep, remove their memory, and move them away. Repeat trespassers may be killed.

Immunities and Resistances

Magic Resistance (25%). Any magic spell or effect has a 25% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Invisibility. Pixies are normally invisible and can stay invisible even when they attack. Unless the pixie turns visible, or they are otherwise detected, opponents roll "to hit" at -4.

Spell-Like Abilities.

At Will: Pixies can make themselves visible or polymorph themselves at will. They are also able to create illusions with both sight and sound that do not have to be controlled. The illusion lasts until it is touched or dispelled, but they do not cause damage.

1/day: *Dispel magic* (as 8th level caster), *dancing lights*, and *ESP*.

Special Attacks

Ranged Attack (Magic Arrows). Their bows shoot three different kinds of arrows at +4 to hit. The first type of arrow is a standard type that causes 1d4+1 points of damage. The second type of arrow causes *sleep* for 1d6 hours unless the target saves vs magic. The third type of arrow causes total amnesia if the target fails their save vs magic. The only way to regain memory is to receive an exorcism.

A pixie's touch causes confusion in anyone who fails their save vs magic. The confusion will last until they receive a *remove curse*.

Unarmed Combat. Pixies cannot meaningfully be attacked in this way, and they don't use this sort of tactic.

Language

Pixies speak their own language, the language of the fey, and common.

POLTERGEIST

FREQUENCY	Rare
NO. ENCOUNTERED	1d8
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	60ft
ARMOUR CLASS	10 [10]
HIT DICE	1d4 hit points
MELEE ATTACKS	Nil
SENSES	Standard
LAIR CHANCE	97%
INTELLIGENCE	Low (5-7)
MORALE	N/A
LOOT	Nil
EXPERIENCE	35 +1/hp

Poltergeists are undead creatures: non-corporeal, invisible spirits of humans who died a tragic death or were murdered in cold blood. So far as is known, all poltergeists were formerly human or at least half-human. They are only rarely encountered as a wandering monster but in such a case can be treated as a type 1 undead for purposes of turning or disrupting. More often, however, the poltergeist is in the area where it met its untimely end. The poltergeist's bond to this area is strong and turning is much more difficult, treat the poltergeist as a turning a type 3 undead in this case.

Immunities and Resistances

Turned as Undead. Poltergeists are turned as type 1 or 3 Undead.

Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more or is silver.

Unusual Undeath. A poltergeist will not cross over sprinkled holy water, but holy water does not cause actual harm to them.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Special Features

Invisibility. Poltergeists are naturally invisible and can stay invisible even when they attack. Unless affected by a detection spell, opponents make to-hit rolls at -4.

Special Attacks

Telekinesis and Fear. Poltergeists cannot physically attack. Instead, they hurl objects with a telekinetic power at their opponents (lamps, books, etc.), attacking as a 5 HD monster. Anyone struck takes no damage, but must make a saving throw vs spells or flee at top movement speed for 2d12 rounds. A fleeing victim has a 50% chance to drop whatever they were holding in their hands. Once an opponent has made a successful saving throw, they are immune to further fear from that individual poltergeist, and only for the duration of the encounter.

Unarmed Combat. Poltergeists cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

PORTUGUESE MAN O' WAR, GIANT

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d10
SIZE	Variable
ALIGNMENT	Neutral
MOVE	10ft swimming
ARMOUR CLASS	9 [11]
HIT DICE	1 to 4
MELEE ATTACKS	1 (1d10 poison damage + paralysis)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	1 HD: 45 +1/hp 2 HD: 80 +2/hp 3 HD: 110 +3/hp 4 HD: 150 +4/hp

The giant Portuguese man o'war is a translucent jellyfish found in warm salt water, where it floats on the surface, trailing its poisonous tentacles below. The size is determined by hit dice: the body will be 2-1/2ft in diameter for every HD. The 1 and 2HD varieties are size small, the 3HD variety is size medium, and the 4HD variety is size large.

Special Features

Transparent. Roll d100 for anyone fighting the jellyfish; if the result is 01-89, the jellyfish is treated as being invisible to that person.

Special Attacks

Paralysing Sting. In addition to the base 1d10 poison damage from the sting, anyone hit by the jellyfish must make a saving throw vs. paralysis or be paralysed for 3d6 turns. Only a person immune to poison can avoid the base 1d10 points of poison damage. Paralysed creatures are drawn up to the body of the jellyfish and consumed in 3d4 turns.

PSEUDO-DRAGON

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Small (18-in)
ALIGNMENT	Neutral good
MOVE	60ft; 240ft flying (AA:V)
ARMOUR CLASS	2 [18]
HIT DICE	2
MELEE ATTACKS	1 bite (1d3) and 1 sting (poison)
SENSES	Infravision 60ft (and sees invisibility)
LAIR CHANCE	5%
INTELLIGENCE	Average (8-10)
MORALE	55
LOOT	Cache 3 (x10)
EXPERIENCE	200 +2/hp

Pseudo-dragons are tiny dragons, dark red in colour, lacking the breath weapon of their large cousins but carrying a deadly sting in their tails. They are not generally counted among the true dragons. Pseudo-dragons can be be found in almost every climate save the very hottest and coldest, and prefer snug lairs such as small caves or hollow trees.

Pseudo-dragons are highly-prized familiars, and in some cases they will use their abilities on behalf of an ordinary companion of good alignment.

Immunities and Resistances

Magic Resistance (35%). Any magic spell or effect has a 35% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect. This magic resistance may also be extended to any ally in physical contact with the pseudo dragon, if the pseudo dragon desires.

See Invisible. Pseudo dragons can see invisible creatures and objects.

Special Features

Chameleon. Pseudo-dragons can change their normal dark red colouration to match their surroundings. Any person not able to see invisible creatures must roll 1d100, and on a roll of 01-80, the pseudo dragon is treated as being invisible to that person.

Limited telepathy. Pseudo-dragons are also able to communicate everything they see and hear to a companion, via a limited form of *telepathy* at distances of up to 240ft.

Special Attacks

Poison Sting. The pseudo-dragon has a poison sting on its tail. Tail attacks have a +4 to-hit bonus but do not inflict damage. Any creature stung must save vs poison or fall into a death-like trance for 1d6 days. On the last day of the trance there is a

25% chance the victim will actually die, but if they survive, they awaken normally.

Unarmed Combat. Pseudo-dragons cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

PURPLE WORM

FREQUENCY	Rare
NO. ENCOUNTERED	1d2
SIZE	Huge
ALIGNMENT	Neutral
MOVE	90ft
ARMOUR CLASS	6
HIT DICE	15
MELEE ATTACKS	1 bite (2d12 piercing) and 1 tail sting (2d4 piercing+poison)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Hoard 2, Cache 3 (x5) and 10
EXPERIENCE	5,000 +20/hp

Purple worms are huge, almost 10ft around and 40ft to 50ft long. They live deep underground where they are constantly on the search for food. They are attracted to vibrations up to 60ft away. These creatures always return to their lair to rest. During this time, they will pass their waste consisting of metals and gems they could not digest.

Immunities and Resistances

Prone. This creature cannot be knocked prone.

Special Attacks

Swallow Whole. On a bite attack that rolls a natural 20, the purple worm swallows the victim. If the victim is not rescued, they will die at the end of 6 rounds spent in the creature's stomach. It is possible for the victim to cut their way out (the inside of the worm is armour class 10 [10]). For each round the victim is inside, subtract 1 from their damage that they inflict. This penalty is cumulative for each round, so after four rounds the damage inflicted is at -4.

Poison Stinger. Any creature hit by the worm's tail takes 2d4 damage and must save vs poison or die.

R.

RAKSHASA

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	150ft
ARMOUR CLASS	-4 [24]
HIT DICE	7
MELEE ATTACKS	2 claws (1d3 slashing) and 1 bite (1d4+1 piercing)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Very (11-12)
MORALE	80
LOOT	Hoard 6
EXPERIENCE	1,000 +8/hp

Rakshasas are evil spirits embodied in flesh. Their main diet is humans, although they do not need to eat often. They hunt by deception: when first encountered, a rakshasa will use its *ESP* to gain an image of someone the victim trusts, then use illusion to assume that form. Once the victim lets their guard down the rakshasa will reveal its true self and attack.

Immunities and Resistances

Level-Based Magic Resistance. Rakshasas are only affected by 8th level spells and higher.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from mundane weapons.

Resistant to +1 and +2 Weapons. The rakshasa takes only half damage from magic weapons unless the weapon is +3 or better.

Vulnerability. A crossbow bolt blessed by a cleric kills a rakshasa instantly if it hits.

Special Features

ESP. A rakshasa can use ESP (as per the spell) at will.

Spells. Rakshasas have the spellcasting abilities of a level 5 magic-user and a 1st level cleric.

Unarmed Combat. Rakshasas cannot effectively be targeted with grappling or overbearing attacks (immune to mundane weapons), and do not use these tactics.

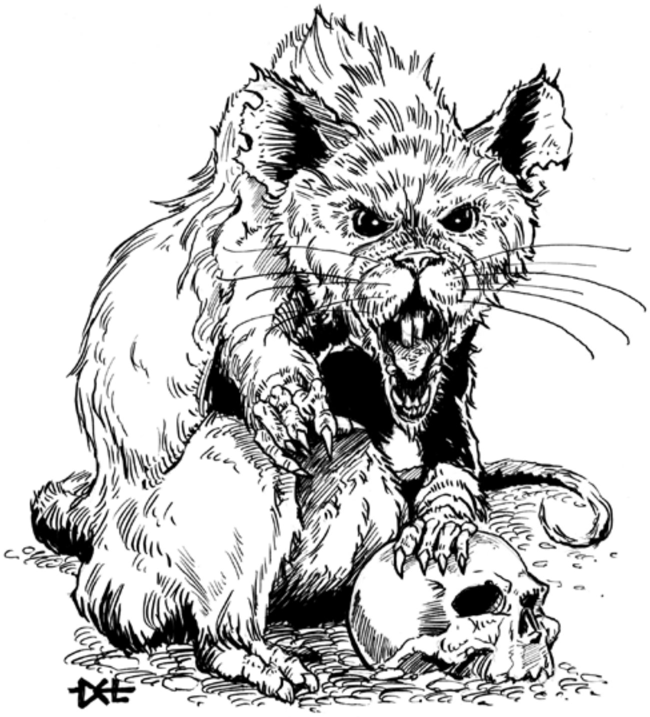
RAT, GIANT

	BIG	BIGGER
FREQUENCY	Common	Common
NO. ENCOUNTERED	4d20	5d10
SIZE	Tiny	Tiny
ALIGNMENT	Neutral	Neutral
MOVE	120ft	120ft
ARMOUR CLASS	8 [12]	7 [13]
HIT DICE	1 hp	1d4 hp
MELEE ATTACKS	1 (1 hp)	1 (1d3)
SENSES	Keen	Keen
LAIR CHANCE	10%	10%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	45	50
LOOT	Nil	Nil
EXPERIENCE	5 +1/hp	7 +1/hp

Giant rats of both size categories are vicious, opportunistic omnivores often found in ruins and upper dungeon levels.

Special Attacks

Disease. Each successful bite from a giant rat has a 5% chance of causing a disease (as the cleric spell *cause disease*) unless the victim passes a saving throw vs poison.



REMORHAZ

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Huge (21ft to 42ft length)
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	Body 0 [20]; head 2 [18]; underside 4 [16]
HIT DICE	7 to 14 (roll 1d8+6)
MELEE ATTACKS	1 (6d6)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Animal (1)
MORALE	80+
LOOT	Hoard 6
EXPERIENCE	7 HD: 625 +8/hp 8 HD: 950 +10/ hp 9 HD: 1,400 +12/hp 10 HD: 1,700 +13/hp 11 HD: 2,100 +14/hp 12 HD: 3,000 +16/hp 13 HD: 3,500 +17/hp 14 HD: 4,200 +18/hp

These great dragon-like creatures are found only in arctic areas. The remorhaz attacks on sight, and if encountered in its lair there is a 1 in 4 chance it has a mate and 1d3 eggs; the eggs can be sold on some markets for 5,000 gp each.

The HD of the remorhaz determines its length: starting at 21ft, each hit die above 7 adds 3ft, so that a 14 HD specimen will be roughly 42ft long. The remorhaz is ice-blue in colour, with vestigial wings and odd, spiny protrusions along its back.

Immunities and Resistances

Magic Resistance (75%). Any magic spell or effect has a 75% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Heat-Spines. When in combat, the internal heat of the remorhaz seeps up into the spiny protrusions along the creature's back. Non-magical weapons that strike the back will melt (although they will cause damage first), and any physical touch deals 10d10 hp damage.

Sectioned Armour Class. The head of a remorhaz is AC 2 [18] and its underside is AC 4 [16]. It exposes its belly in front while attacking. Anyone not in front of the remorhaz in combat will have to attack the armoured body, which is AC 0 [20].

Special Attacks

Swallow Whole. The remorhaz can swallow its prey whole on a natural to-hit roll of 20. All remorhaz generate an intense internal heat that instantly destroys any swallowed opponent unless the opponent is immune to fire damage.

Unarmed Combat. Remorhaz cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

RHINOCEROS

	COMMON	**WOOLLY**
FREQUENCY	Common	Common
NO. ENCOUNTERED	1d6	1d4
SIZE	Large	Large
ALIGNMENT	Neutral	Neutral
MOVE	120ft	120ft
ARMOUR CLASS	6 [14]	5 [15]
HIT DICE	8 or 9	10
MELEE ATTACKS	1 (2d4 or 2d6)	1 (2d6)
SENSES	Standard	Standard
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	N/A	95
LOOT	Nil	Nil
EXPERIENCE	550 +10/hp	900 +12/hp

Rhinoceroses are aggressive herbivores that will charge any creature they can detect. Rhinos have poor eyesight but have a very good sense of smell and excellent hearing. There are 2 common types of rhinos, single horn and double horned. Double horned rhinos are larger, having 9 HD and doing 2d6 damage. The single horn variety has 8 HD and does 2d4 damage.

A woolly rhinoceros is a larger version of the rhino that roams Arctic areas of "lost world" settings, though they can also be encountered in the wild.

Special Attacks

Charge. In combat a rhino will charge, doing double damage on a successful attack.

Trample. Any opponent on the ground (prone) may be trampled. Roll to hit for 2 foreleg attacks (2d4 blunt damage).

Unarmed Combat. Rhinoceroses cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

ROC

FREQUENCY	Rare
NO. ENCOUNTERED	1d2
SIZE	Huge (60ft+ wingspan)
ALIGNMENT	Neutral
MOVE	30ft; 300ft flying (AA:II)
ARMOUR CLASS	4 [16]
HIT DICE	18
MELEE ATTACKS	1 bite (4d6) or 2 talons (3d6)
SENSES	Detect invisible 10%
LAIR CHANCE	10%
INTELLIGENCE	Animal (1)
MORALE	135
LOOT	Hoard 3
EXPERIENCE	3,010 +25/hp

Rocs are enormous birds of prey living in high elevations, usually in warmer environments. They will sometimes be found with giants, who keep them as pets. The immense size of a roc is accompanied by an equally immense appetite: rocs hunt for large mammals including horses, cattle, and even elephants.

Any treasure found in the gigantic nest of a roc is there purely by coincidence, since rocs have no concept of wealth. The belongings of past victims will be found woven into the intricate nest.

Special Attacks

Grab. If a roc hits with either of its talons, it can pick up any prey smaller than huge size, and fly off toward its nest to feed its young or devour the victim at leisure.

ROPER

	NORMAL	**QUARTZ**
FREQUENCY	Rare	Rare
NO. ENCOUNTERED	1d4	1
SIZE	Large	Medium (5ft)
ALIGNMENT	Chaotic evil	Chaotic evil
MOVE	30ft	10ft
ARMOUR CLASS	0 [20]	0 [20]
HIT DICE	11	6
MELEE ATTACKS	6 tentacles (grab) and 1 bite (5d4)	6 tentacles (grab) and 1 bite (5d4)
SENSES	Infravision 60ft	Infravision 60ft, Sense movement
LAIR CHANCE	95%	95%
INTELLIGENCE	Exceptional (15-16)	High (13-14)
MORALE	100	N/A
LOOT	See below	See below
EXPERIENCE	2,700 +16/hp	525 +6/hp

Unarmed Combat. Ropers cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

ROPERS

Ropers are cavern-dwelling monsters and are frequently mistaken for stalagmites. These monsters are grey-green in colour, standing around 8ft to 12ft tall, with a hide that mimics the smooth limestone formations of a natural cavern.

Ropers are about 3ft to 4ft at the base and approximately 1ft wide at the apex. These monsters are almost always encountered in their stalagmite shape but can alter their appearance to some degree. A roper can assume the shape of a pillar, a boulder, or flatten themselves and lie flat to appear as no more than an irregularity on the walking surface of the cavern floor. It can also cling to a cavern ceiling (or wall) and appear as a stalactite. Through means of tiny adhesive cilia on its underside, the roper can move slowly and these cilia are what allow it to cling upside down to the ceiling. Ropers are predators and attack by means of the 6 rope-like appendages that give these monsters their name.

Ropers do not hoard treasure, but their acidic bile cannot dissolve platinum or gemstones. Cutting open the gizzard of a roper has a 40% chance of yielding 3d6 (3–18) platinum pieces and 30% chance of 4d6 (4–24) gems.

Immunities and Resistances

Magic Resistance (80%). Any magic spell or effect has an 80% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Damage Resistance. Ropers take only half damage from electricity and cold, even if such an attack gets past the creature's magic resistance.

Vulnerability to Fire. Ropers are vulnerable to fire, although magical fire must still overcome the creature's magic resistance to inflict damage. The roper's saving throw against fire is at -4.

Special Attacks

Adhesive Tentacles. The tentacles of a roper are 50ft long and secrete a powerful and poisonous adhesive. A successful "to hit" roll grabs and weakens the target (no saving throw), decreasing its strength ability score by 50% (rounded down) within 1d3 rounds and lasting 2d4 turns. Multiple hits have a cumulative strength drain effect.

- The victim is not prevented from attacking (arms are not pinioned), but is dragged closer to the roper by 10ft per round.
- An ensnared victim can break the strand by performing a Minor Test of Strength (using the reduced strength score).
- A strand can be sliced with an edged weapon but the attack must do a minimum of 6 points of damage in a single attack to the AC 0 [20] tentacle to sever it.
- Creatures within 10ft of the roper are close enough for the roper to bite. The bite attack automatically hits any victim held by the strands of the roper.

QUARTZ ROPERS

To adventurers familiar with ropers, a quartz roper appears as a 5ft tall and 2ft wide (at the base) statue of a roper, hewn from some brownish or smoky grey crystalline mineral. The quartz roper is actually a monster with a rocky hide composed of living quartz. Quartz ropers are very sensitive to motion and are able to sense movement up to 225ft away. They do not have the magic or damage resistances of normal ropers.

In combat, quartz ropers fight in the same way as normal ropers, although the quartz roper can inject a venom and the tentacles are not as strong.

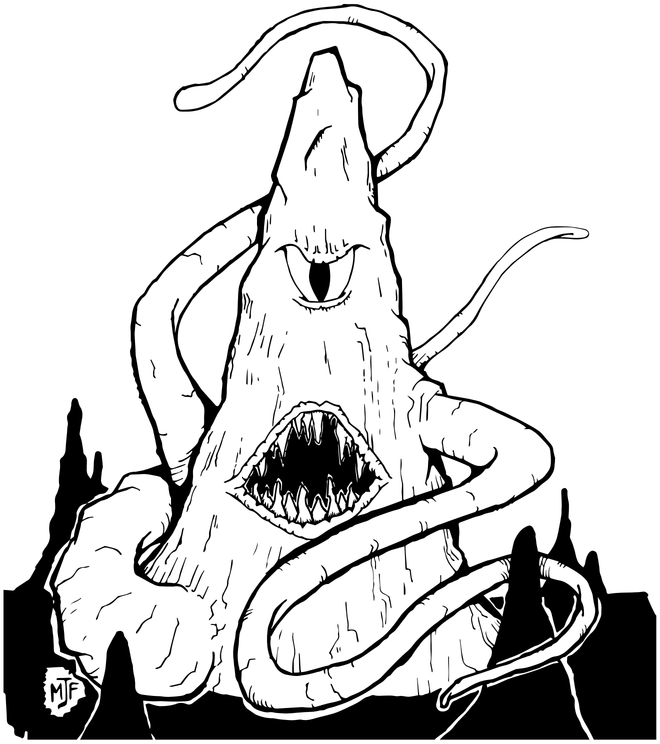
Treasure: A quartz roper's gizzard has the same percentage chance of containing platinum pieces and gemstones as the standard variety of roper.

Immunities and Resistances

Immune to Missile Weapons. Due to its stone-like skin, the creature takes no damage from missile weapons (including magical ones). *Magic missile* and other spells affect the creature normally.

Special Attacks

Charm-Venom Injection (2/day). If the quartz roper hits with a tentacle, it can inject a strange venom twice per day. This venom allows no saving throw and causes the victim to freeze in place, looking as if they have been turned to stone. One round after this apparent petrifaction, the victim recovers, but is under the



delusion the quartz roper is a close friend and valued ally. These influenced adventurers will fight to protect the monster to the utmost of their abilities for the duration of effect of the venom (10 turns). If the quartz roper is killed before the venom expires, the deluded defenders will cease attacking and wander about aimlessly until the venom expires.

Adhesive Tentacles. The quartz roper attacks with adhesive tentacles as a roper does. The only difference is the ability to inject charm venom (see above) and that the tentacles are not quite as strong as a normal roper's. An ensnared victim can break the strand by performing a Minor Test of Strength (with the reduced score) but the chance of success is doubled. Thus, if the target number for a Minor Test of Strength is 1-2, the attempt succeeds on a 1-4. If the target number is 1-3, the attempt succeeds on a 1-6 (automatically). The tentacle's hit points for severing are the same as for a normal roper.

ROT GRUB

FREQUENCY	Rare
NO. ENCOUNTERED	5d4
SIZE	Small
ALIGNMENT	Neutral
MOVE	10ft
ARMOUR CLASS	9 [11]
HIT DICE	1 hit point
MELEE ATTACKS	0 (See below)
SENSES	N/A
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	5 +1/hp

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive.

Special Attacks

Burrow. Upon contact with a living being, rot grubs attempt a to-hit roll, and if successful will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once (within 3 rounds) in order to prevent the rot grub from burrowing further. This application of flame inflicts 1d6 hit points of damage per rot grub burrow. If not stopped immediately, within 1 to 3 turns the rot grub will find the heart and kill the victim.

RUST MONSTER

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d2
SIZE	Medium (5ft long)
ALIGNMENT	Neutral
MOVE	180ft
ARMOUR CLASS	2 [18]
HIT DICE	5
MELEE ATTACKS	2 (Special)
SENSES	Infravision 60ft, Smell iron
LAIR CHANCE	10%
INTELLIGENCE	Animal (1)
MORALE	N/A
LOOT	Cache 3 (x10)
EXPERIENCE	185 +4 per hp

Rust monsters are creatures vaguely resembling a 5ft long and 3ft tall giant, bug-like, armadillo that weighs about 200 lbs. Rust monsters have rust-red colouration on their dorsal hides and two prehensile antennae on their heads.

Rust monsters are only found in underground type environments, which they prowl constantly in search of food.

Rust monsters consume metal of any kind, especially ferrous metals and ferrous metal alloys. The antennae of a rust monster can "smell" metal 90ft away, and the creature will dart toward such a source of food with blinding speed, attacking the largest piece of metal it can sense.

Rust monsters are motivated by blind hunger, and can be easily distracted from pursuit by dropping metal objects and fleeing; some iron spikes or a heavy mace will cause the attacking rust monster to stop for 1 round to devour the treat. Otherwise, rust monsters will relentlessly pursue the PCs until slain or all metal items have been consumed.

Special Attacks

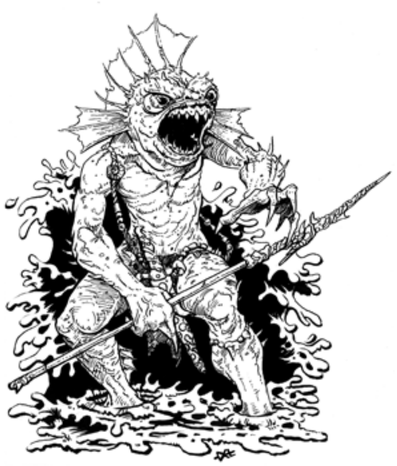
Rust. A successful antennae attack causes up to 10 cubicft of metal instantly to crumble into easily-digestible rust. The creature will immediately cease attacking in such a case and begin devouring its newly-created meal. Metal with magical bonuses gains a 10% chance per plus of not being affected by the rust monster's attack. For instance a +3 shield would have a 30% of resisting the rusting effect. A successful "to hit" roll against a rust monster with a metal weapon automatically subjects that weapon to a rust attack.

Unarmed Combat. Rust monsters cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SAHUAGIN

	NORMAL	HATCHLING	GUARD	WARCHIEF
FREQUENCY	Uncommon	Uncommon	Uncommon	Rare
NO. ENCOUNTERED	1d100 x2	10d4	3d6	1
SIZE	Medium	Small	Medium	Medium
ALIGNMENT	Lawful evil	Lawful evil	Lawful evil	Lawful evil
MOVE	120ft; 240ft swimming	120ft; 240ft swimming	120ft; 240ft swimming	120ft; 240ft swimming
ARMOUR CLASS	5 [15]	7 [13]	5 [15]	4 [16]
HIT DICE	2+2	1	3+3	4+4
MELEE ATTACKS	1 (By weapon)	1 (1d4)	1 (By weapon)	1 (By weapon)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	25%	100%	25%	25%
INTELLIGENCE	High (13-14)	High (13-14)	High (13-14)	High (13-14)
MORALE	55	50	60	70
LOOT	Individual 5 each; in lair, Hoard 9, Cache 1, 2, 3 (x10), 10, 11	Nil	Individual 5 each	Individual 5 each
EXPERIENCE	30 +3/hp	10 +1/hp	50 +4/hp	100 +5/hp

	PRIESTESS	BARON	PRINCE	KING
FREQUENCY	Very rare	Very rare	Very rare	Very rare
NO. ENCOUNTERED	1d4+1	1	1	1
SIZE	Medium	Medium	Medium	Medium
ALIGNMENT	Lawful evil	Lawful evil	Lawful evil	Lawful evil
MOVE	120ft; 240ft swimming	120ft; 240ft swimming	20ft; 240ft swimming	120ft; 240ft swimming
ARMOUR CLASS	5 [15]	3 [17]	2 [18]	1 [19]
HIT DICE	2 to 6	6+6	8+8	10+10
MELEE ATTACKS	1 (By weapon)	1 (By weapon)	2 (By weapon)	4 (By weapon)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	100%	100%	100%	100%
INTELLIGENCE	Exceptional (15-16)	High (13-14)	High (13-14)	Exceptional (15-16)
MORALE	By HD	80	95	120
LOOT	Individual 5 each	Individual 5 each	Individual 5 each	Individual 5 each
EXPERIENCE	Variable	300 +8/hp	500 +12/hp	1,250 +14/hp



Sahuagin are humanoid fish-people of evil alignment, much more shark-like in their appearance than the locathah. They dwell in shallow, warmer salt waters and raid villages and communities on land for loot and sport. Sahuagin have been known to tame sharks and keep them as pets.

Each sahuagin realm has a King and is divided into nine provinces, each ruled by a Prince. Each Prince will have a number of Barons under his command, and each Baron controls a war-band. The "Number Encountered" listing for this creature is for the lair of a typical war-band; the lair of a Prince would be much larger.

If encountered outside their lair, there will be only normal sahuagin and guards. The band will be led by a warchief.

Sahuagin are typically armed as follows:

- Dagger and spear: 25% of the band
- Dagger, trident and net: 50% of the band
- Dagger and heavy crossbow: 25% of the band

All these weapons are fully usable both above and below the water, which makes them quite highly prized.

Priestesses

The sahuagin clergy will always be led by a priestess with 6 HD and the spell casting powers of an 8th level cleric. The remaining priestesses will be trainees of 2nd to 7th level (1d6+1). Their HD are equal to their spell casting level minus 2 (minimum 2). Sahuagin priestesses will typically be attended by zombie or skeleton servants, as they are fond of the *animate dead* spell.

Special Attacks

Ranged or Melee Attack (Net). Some sahuagin are armed with nets. These have a range of 20ft (and can be thrown while in melee combat). If the attack hits, the target is automatically (no saving throw) entangled for 1d4 rounds, unable to attack or move.

Unarmed Combat. Sahuagin can engage in grappling or overbearing attacks when out of water. For a normal sahuagin, if not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

SATYR (FAUN)

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d4
SIZE	Medium
ALIGNMENT	Neutral
MOVE	180ft
ARMOUR CLASS	5 [15]
HIT DICE	5
MELEE ATTACKS	1 gore (2d4 piercing)
SENSES	Keen
LAIR CHANCE	40%
INTELLIGENCE	Very (11-12)
MORALE	70
LOOT	Hoard 9, Cache 5 and 10
EXPERIENCE	110 +4/hp

A satyr looks like a man with goat legs, and their heads have small goat-horns as well. These creatures are invariably male. As they are fey creatures, they are probably capable of breeding with humans and with other types of fey.

Satyrs live in remote forests or meadows far away from civilisation. They are a frisky sort of fey creature, occupying most of their time with playing, flirting, and drinking. They value their privacy and will try to drive away any intruders from their domain. Satyrs have been known to ignore intruders from time to time, if given enough premium food and or wine.

Satyrs will not attack physically unless they themselves are threatened. Sometimes (20%) a satyr will carry a magic weapon.

Surprise and Initiative

Hard to Surprise. Being nature spirits, fauns are very tuned into their surroundings and are surprised only on a roll of 1 on a d6. (See also “Invisibility in Foliage,” below).

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Magic Pipes. A faun’s primary defence is its magic pipes that only it can play. With it the faun can cast *charm*, *sleep*, or *fear*. All spells have a 60ft radius and those within range must save vs magic or suffer the effects.

Invisibility in Foliage. Satyrs magically blend in with their surroundings, and each one has a 90% chance to be treated as invisible when hiding in foliage. This can be used for an ambush, but once the satyr is moving, it becomes visible unless it hides again.

Unarmed Combat. Satyrs can engage in grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +1/-1. Grappling Result Mods: ATK/DEF +0/-0.

Language

Satyrs can speak their own language and that of the fey, as well as elven and common.

SCORPION, GIANT

	BIG	BIGGER	BIGGEST
FREQUENCY	Common	Uncommon	Uncommon
NO. ENCOUNTERED	1d6	1d4	1d3
SIZE	Small	Small	Medium
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	90ft	120ft	150ft
ARMOUR CLASS	5 [15]	4 [16]	3 [17]
HIT DICE	2+2	4+4	5+5
MELEE ATTACKS	2 claws (1d4) and 1 bite (1d2 +poison)	2 claws (1d8) and 1 bite (1d3+poison)	2 claws (1d10) and 1 bite (1d4+poison)
SENSES	Infravision 60ft	Infravision 60ft	Infravision 60ft
LAIR CHANCE	25%	25%	50%
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A
LOOT	Nil	Nil	Hoard 4
EXPERIENCE	75 +3/hp	125 +5/hp	600 +6/hp

Giant scorpions are vicious, fearless predators found almost anywhere. Their usual tactic is to attack anything smaller than themselves. The scorpion can use its attacks independently on 3 different targets. Anything that the scorpion kills is taken back to its lair and consumed.

Special Attacks

Poison Sting. Anyone hit by the stinger of a giant scorpion must make a saving throw vs. poison or die. Giant scorpions are not immune to poison, so if one stings another it can be lethal.

Unarmed Combat. Giant scorpions cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

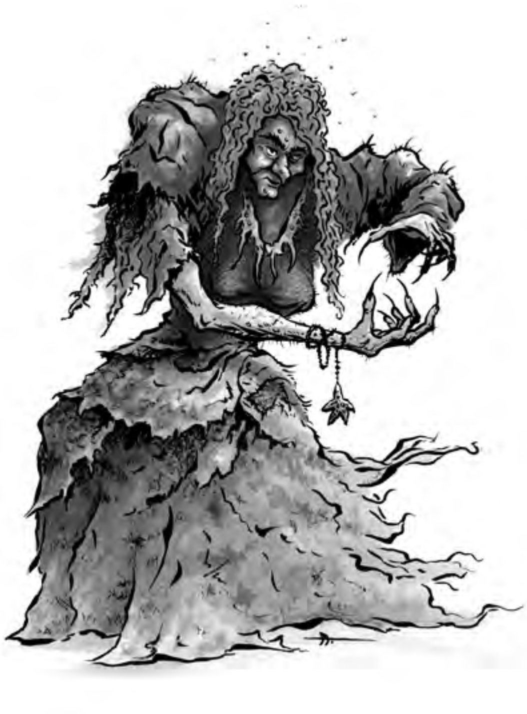
SEA HAG

FREQUENCY	Rare
NO. ENCOUNTERED	1d3
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	90ft; 150ft swimming
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	2 claws (1d3+3) or 1 weapon (+3 damage)
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Average (8-10)
MORALE	60
LOOT	Hoard 3, Cache 11
EXPERIENCE	410 +2/hp

Sea hags typically make their lairs beneath the ocean depths, but they are occasionally found in large lakes or other significant bodies of water. Their true form is that of a decrepit old woman, ravaged by time and repellent beyond reason, but they generally use their magic to assume a much more pleasant visage. They have sharp claws and teeth, as well as an insatiable appetite for flesh. Most sea hags are thought to be capable of speaking a number of languages.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.



Immune to Non-Silver Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more, or is a silver weapon. Cold iron weapons also affect this creature.

Immunities. Sea hags are immune to *charm*, *fear*, *sleep* and fire- or cold-based spells.

Special Features

Change Self (At Will). A sea hag can change self at will, with unlimited duration.

Evil Gaze. A sea hag can employ an *evil gaze* up to three times per day that subjects one creature within thirty feet to a saving throw vs poison; failure results in immediate collapse and paralysis for three days, though for 1 in 4 victims the effect is stronger and causes instant death.

Special Attacks

Horrific Appearance. Should a sea hag's true appearance ever be revealed, then the horror causes anyone within thirty feet to be subject to a saving throw versus spells to avoid losing half their strength score for 1d6 turns.

Unarmed Combat. Sea hags can engage in grappling or overbearing attacks if not in the water. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

SEA LION

FREQUENCY	Uncommon
NO. ENCOUNTERED	3d4
SIZE	Large
ALIGNMENT	Neutral
MOVE	180ft swimming
ARMOUR CLASS	5 [15] or 3 [17]
HIT DICE	6
MELEE ATTACKS	2 claws (1d6) and 1 bite (2d6)
SENSES	Standard
LAIR CHANCE	20%
INTELLIGENCE	Semi (2-4)
MORALE	75
LOOT	Hoard 2
EXPERIENCE	150 +6/hp

Sea lions are not to be confused with the seal-like sealion. These are fantastical aquatic beasts that could be described as a mer-lion. They have the head and front legs of a lion, but a fish-like tail instead of rear legs, and they are entirely aquatic.

Special Features

Sectioned Armour Class. The sea lion's head is AC 5 [15], but its scales protect the rest of the body better, having an AC of 3[17].

Unarmed Combat. Sea lions cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SEA SERPENT

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d2
SIZE	Huge (50ft long)
ALIGNMENT	Neutral
MOVE	120ft swimming
ARMOUR CLASS	5 [15]
HIT DICE	10
MELEE ATTACKS	1 bite (1d6 + poison) and 1 constrict (3d6)
SENSES	Standard
LAIR CHANCE	5%
INTELLIGENCE	Animal (1)
MORALE	95
LOOT	Nil
EXPERIENCE	1,000 +12/hp

Descriptions of sea serpents vary with the region in which they are found. Sometimes they appear as giant sea snakes and other times as dragon-like serpentine creatures with legs or flippers. What is known for certain is that a sea serpent can be encountered in any ocean, sea, or large body of fresh water. Sea serpents are very territorial but are not otherwise aggressive, only attacking when hungry. Sea serpents are capable of diving to great depths and staying underwater for long periods of time. They only lair in caves in very deep water, and tend to be solitary or, at most, a mated pair.

Special Attacks

Poison Bite. The sea serpent has a poisonous bite, causing death in 1d4 rounds (save vs poison to negate).

Constrict. After a successful to-hit roll, the coils of a sea serpent do automatic damage to the captured person or vessel. Creatures take an automatic 3d6 blunt damage per round. Ships are crushed in 1d6+4 rounds.

SEAHORSE, GIANT

FREQUENCY	Common
NO. ENCOUNTERED	1d20
SIZE	Large
ALIGNMENT	Neutral
MOVE	210ft swimming
ARMOUR CLASS	7 [13]
HIT DICE	2, 3, or 4
MELEE ATTACKS	1 head-butt (1d4, 1d4+1, or 2d4)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Semi (2-4)
MORALE	55, 60, or 65
LOOT	Nil
EXPERIENCE	20 +4/hp

Giant Seahorses are giant versions of the regular seahorse, not mer-horses (that's the hippocampus). They are often trained as steeds by underwater species such as tritons.

SHADOW

FREQUENCY	Rare
NO. ENCOUNTERED	2d10+1
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	3+1
MELEE ATTACKS	1 (1d6 + special)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Low (5-7)
MORALE	65
LOOT	Hoard 6
EXPERIENCE	250 +4/hp

Shadows flitter about old ruins and dusty dungeons, seeking to feed upon the living.

Due to their partial immaterialness, they can only be hit by magic weapons. Infravision does not detect them as they do not radiate heat, but magical light is sufficient to reveal these horrors for what they are.

Some shadows attack victims in their sleep, giving them nightmares from which they never wake, as their physical forms are drained of life by the shadows' horrid ties to worlds beyond mundane reckoning.

Immunities and Resistances

Turned as Undead. Shadows are turned as type 4 Undead.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Immunities. Shadows are immune to cold damage. As undead creatures they are also immune to all mind control (including *charm*) and *hold* spells. They cannot be affected by sleep, gases, poison, or disease.

Special Features

Hard to See. Shadows are nearly undetectable in their normal conditions. In any given round, a shadow has a 90% chance to be treated as *invisible* unless the lighting is full daylight or is magical (such as a light spell).

Special Attacks

Drain Attributes. Any successful hit by a shadow causes the victim to lose a point of strength for a period of 6 turns (no saving throw). If a victim's strength score or hit point total is reduced to zero, they become a shadow under control of the shadow that drained the last point. A character dying in this way cannot be raised from the dead.

Unarmed Combat. Shadows cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SHAMBLING MOUND

FREQUENCY	Rare
NO. ENCOUNTERED	1d3
SIZE	Large
ALIGNMENT	Neutral
MOVE	60ft
ARMOUR CLASS	0 [20]
HIT DICE	8 to 11
MELEE ATTACKS	2 strikes (2d8 blunt)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Low (5-7)
MORALE	By HD
LOOT	Hoard 2, Cache 6 and 10
EXPERIENCE	Variable according to hit dice

Shambling mounds are intelligent plants that appear to be walking piles of rotting vegetation. They dwell deep underground and in swamps, wherever there is ample moisture and decay. Shambling mounds will eat anything organic. They feed by wrapping their roots around prey they have killed, absorbing the nutrients as the material rots.

Immunities and Resistances

Resistant to Weapons. Weapons inflict only half damage to a shambling mound.

Electricity Causes Growth. If a shambling mound is “damaged” by electricity, it gains a hit die.

Immune to Fire. Shambling mounds are perpetually damp and immune to fire damage.

Resistant to Cold. Cold-based attacks do no damage if the creature makes a saving throw, half if it fails the save.

Vulnerability to Plant-Attacking Spells. Shambling mounds are considered plants for all spells that affect plants (such as *plant control* or *charm plant*).

Special Attacks

Suffocation. If both arms strike the same target within the same round, that target has become tangled up inside the creature. The victim will be smothered in 2d4 rounds unless the monster can be killed. Anyone entangled can continue to attack, but at -4 to hit and damage.

Unarmed Combat. Shambling mounds cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SHARK

	3 HD	**5 HD**	**8 HD**
FREQUENCY	Common	Common	Common
NO. ENCOUNTERED	3d4	3d4	3d4
SIZE	Medium	Medium	Large
ALIGNMENT	Neutral	Neutral	Neutral
MOVE	240ft swimming	240ft swimming	240ft swimming
ARMOUR CLASS	6 [14]	6 [14]	6 [14]
HIT DICE	3	5	8
MELEE ATTACKS	1 bite (1d4+1)	1 bite (2d4)	1 bite (3d4)
SENSES	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)	Non- (0)
MORALE	N/A	N/A	N/A
LOOT	Nil	Nil	Nil
EXPERIENCE	50 +2/hp	110 +4/hp	350 + 10/hp

Sharks are scavengers of the seas who viciously attack anything that seems wounded or dying. They are attracted to splashing, kicking, or any other sound that can be mistaken for a fish in distress. The smell of blood in the water can attract sharks from miles away. When sharks have targeted their prey, they will enter a feeding frenzy and attack everything in sight, sometimes even each other.

SHEDU

FREQUENCY	Rare
NO. ENCOUNTERED	2d4
SIZE	Large
ALIGNMENT	Lawful good
MOVE	120ft; 240ft flying (AA:IV)
ARMOUR CLASS	4 [16]
HIT DICE	9+9
MELEE ATTACKS	2 hooves (1d6 blunt)
SENSES	Detect invisible 10%
LAIR CHANCE	25%
INTELLIGENCE	Exceptional (15-16)
MORALE	100
LOOT	Hoard 7
EXPERIENCE	1,950 +14/hp

Shedu are winged bulls with human heads. They wander endlessly, battling evil and chaos. They will aid anyone of good alignment who is in need. Shedu not only travel the material plane but the ethereal and astral planes as well.

Immunities and Resistances

Magic Resistance (25%). Any magic spell or effect has a 25% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Spells. All shedu cast spells as a 9th level magic-user.

Ethereality (at will). Shedu can become ethereal at will.

Unarmed Combat. Shedus cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

Language

Shedu speak their own language, using their *telepathy* to communicate with others.

SHRIEKER

FREQUENCY	Common
NO. ENCOUNTERED	2d4
SIZE	Small to large
ALIGNMENT	Neutral
MOVE	10ft
ARMOUR CLASS	7 [12]
HIT DICE	3
MELEE ATTACKS	Nil
SENSES	N/A
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	50 +2/hp

Shriekers are mobile fungi that wander around quietly underground soaking up moisture. They are the favourite food of purple worms and shambling mounds.

Special Features

Shriek. Shriekers give off an ear-piercing shriek whenever they detect light within 30ft, or movement within 10ft. Shriekers will continue to shriek for 1d3 rounds, with a 50% chance to attract a wandering monster each round.

SKELETON

FREQUENCY	Rare
NO. ENCOUNTERED	3d10
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	7 [13]
HIT DICE	1
MELEE ATTACKS	1 (1d6)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	15 +1/hp

Skeletons are the animated bones of humans and the like, essentially mindless undead creatures. They are created by an evil (or neutral at best) magic-user or cleric, only obeying the simple commands of their animator, which is often limited by the spell itself to a score of words. Some sages warn, though, that mere proximity to great evil can animate the dead, resulting in armies of these horrors springing to unlife in forgotten catacombs and foul dungeons. Though given no commands, they seek out the living and attempt to force them into the ranks of the dead.

No matter how a skeleton attacks, whether with a rusty blade, a stone, or its own former femur, it always deals 1d6 damage.

Immunities and Resistances

Turned as Undead. Skeletons are turned as type 1 Undead.

Undeath. This creature is immune to cold, and to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Resistant to Slashing and Piercing Damage. Skeletons take only half damage from slashing and piercing damage. They take full damage from blunt weapons.

Unarmed Combat. Skeletons do not engage in grappling or overbearing attacks. They can be targeted this way, but do not suffer any temporary damage inflicted. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

SKELETON WARRIOR

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	60ft
ARMOUR CLASS	2 [18]
HIT DICE	9+2 or higher
MELEE ATTACKS	1 By weapon (+3 to hit)
SENSES	Infravision 60ft; Detect invisible 10%
LAIR CHANCE	5%
INTELLIGENCE	Exceptional (15-16)
MORALE	90
LOOT	Hoard 1
EXPERIENCE	2,000 +16/hp

Skeleton warriors are the unfortunate victims of powerful magic; in life they were fighters of great prowess and likely lords in their own right. In death they have become abominations, compelled by evil sorcery to serve any who possess the golden circlets that contain their souls. Skeleton warriors desire above all else to gain possession of their own circlet and to be revenged upon any who have possessed and used it in the past.

They are generally armed and armoured with the remains of what they wore in life, or their grave goods.

A character in possession of the circlet of a skeleton warrior and within 240ft may attempt to dominate it. The circlet must be worn on the attempting character's head in order to do this; it cannot be used whilst wearing a helmet or similar headgear. On the first attempt at domination, the character has a chance of success equal to their wisdom score ×5, but they must be able to see their victim and have the freedom to concentrate for one round. If the attempt fails, it may be attempted again on the following round. If concentration is interrupted before domination is achieved, such as by an attack, the character must concentrate for a further three rounds. During this time, the Skeleton Warrior will attempt to kill its would-be master and take possession of the circlet if such is at all possible.

In the event of successful domination, the skeleton warrior is rendered inert for as long as the character remains in possession of the circlet. Additionally, whenever they are within 240ft of one another and the character wears the circlet without helmet as described above, the user may take control of the Skeleton Warrior, being able to see through its eyes and direct its actions as they desire; whilst controlling the actions of the skeleton warrior, the user may not take any action.

Should the user lose possession of the circlet for any reason, the skeleton warrior will seek them out and slay them, moving at double its usual movement rate. In the event that the skeleton warrior ever regains possession of its circlet, it will place it upon its head and as a result both will turn to dust.

The lair of a skeleton warrior is normally a richly adorned tomb filled with considerable treasure. However, because they are usually either seeking the current possessor of their circlet or else in the unwilling service of said possessor, they are rarely found in their lairs.

Immunities and Resistances

Magic Resistance (90%). Any magic spell or effect has a 90% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Unusual Form of Undeath. Contrary to appearances, the skeleton warrior is not undead in the conventional sense. It cannot be turned, is unaffected by a scroll of protection from undead, etc.

Special Features

Fear Aura. The appearance of a skeleton warrior is terrifying, and creatures with less than five HD who look upon it will panic and flee from its presence.

Unarmed Combat. Skeleton warriors do not engage in grappling or overbearing attacks. They can be targeted this way, but do not suffer any temporary damage inflicted. If not fended off, they score an unarmed hit with an 18+ on 1d20. Hit Mods: ATK/DEF +4/+1. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF +0/-0.

SLITHERING TRACKER

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Small
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	5
MELEE ATTACKS	Special
SENSES	Special
LAIR CHANCE	10%
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Hoard 3
EXPERIENCE	250 +5/hp

Slithering trackers live in dungeons, ruins and dark places. They are transparent and if not in natural sunlight are almost impossible to see. They almost never attack their prey immediately, instead following and waiting until their target is asleep. They can follow through almost anything, being amorphous in shape and capable of seeping through tiny gaps, such as door jambs or cracks in stonework.

Immunities and Resistances

Ooze. This creature cannot be knocked prone, and is not affected by lack of light, invisible opponents, gases, or other circumstances that would not affect an ooze.

Compressible. This creature can fit through a gap one inch wide. It can't be restrained and isn't affected by being prone.

Special Features

Almost Invisible. If not in natural sunlight, a slithering tracker has a 19 in 20 chance to be effectively invisible. Since the tracker tries to follow its prey, this should be determined in one die roll by the GM that covers all the adventurers. Once combat begins, each adventurer may roll separately to determine if they can see the creature.

Special Attacks

Paralyse Sleeping Opponent. If a slithering tracker catches its victim asleep, it will touch it, forcing the victim to roll a saving throw vs paralysation or be totally paralysed for 1d6 hours. The tracker will then feed directly on its victim's life energy, killing it in 1 hour.

Unarmed Combat. These creatures cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SLIME, GREEN

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Small
ALIGNMENT	Neutral
MOVE	None
ARMOUR CLASS	10 [10]
HIT DICE	2
MELEE ATTACKS	Special
SENSES	Special
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	20 +2/hp

Green slime is an occasional dungeon hazard. Sages debate whether it is vegetable or fungoid in nature. It grows over the ceiling of an area until a pendulous bulb of slime is almost ready to drop. The vibrations from passing creatures cause these bulbs to fall. This hazard makes it a good idea for adventurers to carry open flame and *cure disease* spells.

Immunities and Resistances

Only Damaged by Fire, Cold, Cure Disease. Green slime is unharmed by weapons and most spells. It does take damage from cold and fire, and can be instantly killed by a *cure disease* spell.

Special Attacks

Converts Flesh to Slime. If green slime touches exposed flesh, it will convert the flesh rapidly to green slime. It can also eat through wood (slowly) and metal (quickly—a metal item will be consumed in 1d6 rounds). Only stone can stop it.

Failing that, a creature with green slime on it must cut away the affected area, amputate the affected limb, or die in 1d4 rounds (after which it will be converted to green slime and cannot be raised or resurrected).

SLUG, GIANT

FREQUENCY	Uncommon
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	60ft
ARMOUR CLASS	8 [12]
HIT DICE	12
MELEE ATTACKS	1 bite (1d12)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	2,000 +16/hp

Giant slugs live in dungeons and other underground complexes where they can avoid sunlight. Since these creatures are boneless, they can squeeze through narrow openings and navigate around most obstructions.

Immunities and Resistances

Immune to Non-Magical Blunt Weapons. Because of the slug's flexible body, non-magical blunt weapons do not inflict damage against them.

Special Features

Compressible. This creature can fit through a gap one foot wide. It isn't affected by being prone.

Special Attacks

Spit Acid. Giant slugs have a nasty bite, but their most effective weapon is their ability to spit acid up to 100ft away. The first shot is almost always a miss (only 10% chance to hit), but this attack serves to approximate distance. After the first shot the chance hitting is base 100%, going down 10% for every 10ft distance from the giant slug; thus at 20ft away the chance to hit is 80%, at 70ft away 30%, etc. On a successful hit using this percentage, the acid inflicts 4d8 points of corrosion damage on an individual target unless the target makes a saving throw, in which case the damage is halved. Items exposed to the acid must also make an item saving throw on Table 1.6.4a in the Player Guide.

Unarmed Combat. Giant slugs cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SNAKE, GIANT

	BOA	ADDER	COBRA	AMPHISBAENA
FREQUENCY	Uncommon	Uncommon	Rare	Very rare
NO. ENCOUNTERED	1d2	1d6	1d4	1d3
SIZE	Large	Large	Large	Medium (6ft long)
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
MOVE	90ft	150ft	120ft	120ft
ARMOUR CLASS	5 [15]	5 [15]	5 [15]	3 [17]
HIT DICE	6+1	4+2	4+2	6
MELEE ATTACKS	1 bite (1d4) and 1 constrict (2d4)	1 bite (1d4+poison)	1 bite (1d4+poison)	2 bites (1d4+ poison)
SENSES	Standard	Standard	Standard	Standard
LAIR CHANCE	Nil	Nil	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)	Animal (1)	Animal (1)
MORALE	75	65	65	75
LOOT	Nil	Nil	Nil	Nil
EXPERIENCE	345 +8/hp	155 +4/hp	190 +4/hp	475 +6/hp

All giant snakes are carnivorous and can be found in every type of climate except for the coldest. **Note:** For giant sea snakes see the listing for *sea serpent*.

Unarmed Combat. Giant snakes cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

GIANT BOA CONSTRICTORS

Special Attacks

Constrict. A boa constrictor will drop on its prey from above, coiling its long body around the chosen target victim and attacking by squeezing for 2d4 points of damage, inflicting automatic damage from the constriction (a to-hit roll is still required for the bite). Attacks against a constricting snake have a 25% chance to *also* damage the victim in the coils).

GIANT ADDERS

This is the common name for giant poisonous snakes and they come in a variety of species.

Special Attacks

Venomous Bite. The default poison for a giant adder is negated by a saving throw, but causes death if the save is failed. Some types of adders have a powerful poison which, even if saved against, causes 3d6 points of damage to the victim.

GIANT COBRAS

These are hooded giant snakes with the ability to spit poison at a single target up to 30ft distant.

Special Attacks

Venomous Bite or Spit Venom. A successful to-hit roll on a bite or spit (range 30ft) requires a saving throw vs. death or the victim dies.

AMPHISBAENA

These are 6ft long snakes with a head at both ends of the body. Both heads are capable of delivering a poisonous bite. Its method of travel is as bizarre as the creature's appearance: one head of this unusual snake will grab the neck of the other, and the creature then rolls like a hoop upon the ground.

Immunities and Resistances

Immune to Cold. The amphisbaena is immune to cold damage, though the sages are at a loss as to why this is so.

Special Attacks

Venomous Bites. A successful to-hit roll on a bite attack requires a saving throw vs. death or the victim dies.

SPECTRE

FREQUENCY	Rare
NO. ENCOUNTERED	1d6
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	150ft hovering; 300ft flying (AA:IV)
ARMOUR CLASS	2 [18]
HIT DICE	7+3
MELEE ATTACKS	1 (1d8)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	High (13-14)
MORALE	N/A
LOOT	Cache 3 (x3), 10, 11
EXPERIENCE	1,815 +10/hp

Spectres are similar to ghosts, but unlike the ethereal-dwelling ghost, a spectre is an undead spirit that dwells mostly on the negative material plane with a “shadow” in the prime material plane.

If a cleric (good or evil) attempts to restore a spectre back to life via a spell or ritual, the spectre must make a saving throw or it is destroyed.

Some sages speculate that spectres have no power in sunlight, but no one has ever proved this theory.

Immunities and Resistances

Turned as Undead. Spectres are turned as type 9 Undead.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Immunities. Spectres are immune to cold damage, paralysation, and elemental spells (any spell relying on fire, water, earth, or air).

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Special Attacks

Level Drain. With a successful hit, a spectre drains two levels of experience from the victim. Those reduced below zero energy levels become half-strength spectres under control of the one that stole their life-force.

Unarmed Combat. Spectres cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SPHINXES

There are four kinds of sphinx. Androsphinxes are always male, while gynosphinxes are always female. It is not clear whether criosphinxes and hieracosphinxes are related to the andro-gyno type of sphinx, or even whether these types are related to each other.

Unarmed Combat. Sphinxes cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +6/na. Grappling Result Mods: ATK/DEF na/na.

SPHINX, ANDRO-

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large (12ft long)
ALIGNMENT	Neutral/Neutral good
MOVE	180ft; 240ft flying (AA:III)
ARMOUR CLASS	-1 [21]
HIT DICE	10
MELEE ATTACKS	2 claws (2d6)
SENSES	Infravision 60ft, Detect invisible 5%
LAIR CHANCE	50%
INTELLIGENCE	Very (11-12)
MORALE	95
LOOT	Cache 7
EXPERIENCE	1,500 +4/hp

The androsphinx is a winged lion with a human head, sometimes with human head and torso (although the front arms are lion-like in this case). Like their female counterparts, the androsphinx love intellectual pursuits and will often grant access to areas they are set to guard or hoards they are watching (providing doing so does not break a prior agreement or endanger the androsphinx in any way). Androsphinxes may be “hired” (if that is the right word) as guardians for a given treasure, place or thing for a while; they are circumspect in their acceptance of such duties and payment must be made in full or they will unleash their wrath on their would-be employers upon completion of the duties set.

Special Features

Spell Use. An androsphynx casts spells as a 6th level cleric.

Special Attacks

Roar. Androsphinx all have the ability to emit a deafening roar that functions as a ***horn of blasting***.

SPHINX, CRIO–

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Large (9ft long)
ALIGNMENT	Neutral
MOVE	160ft; 240ft flying (AA:III)
ARMOUR CLASS	-2 [22]
HIT DICE	9
MELEE ATTACKS	2 claws (2d4) and 1 head-butt (3d6)
SENSES	Infravision 60ft
LAIR CHANCE	20%
INTELLIGENCE	Average (8-10)
MORALE	90
LOOT	Hoard 6
EXPERIENCE	900 +4/hp

Less “magical” than their more human-seeming kin, the criosphinx is a winged lion with the head of a ram. These creatures simply collect treasure and hunt much as other intelligent beings.

Special Attacks

On a successful to-hit roll of 20, a head-butted opponent is stunned for a single round.

SPHINX, GYNO–

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Large (10ft long)
ALIGNMENT	Chaotic neutral or Chaotic good
MOVE	150ft; 240ft flying (AA:III)
ARMOUR CLASS	0 [20]
HIT DICE	7
MELEE ATTACKS	2 claws (2d4)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Very (11-12)
MORALE	80
LOOT	Cache 4, 10
EXPERIENCE	650 +8/hp

The storied gynosphinx is a winged half-woman, half lion creature that dwells in arid climes, amid abandoned tombs and the like. Like the androsphinx, the gynosphinx is a winged lion with a human head, sometimes with human head and torso (although the front arms are always lion-like). The chief pursuits of the gynosphinx are intellectual; their kind prefers riddles and puzzles and complex games to (almost) any other type of activity.

Although basically good in nature, the gynosphinx is capricious and will not hesitate to “corner” a creature and demand some sort of payment for release (usually in the form of a song, story, a game of chess, etc.). Offers of payment in the form of material bribes are always welcome.

Special Features

Spell-Like Abilities.

1/day: *read magic*, *read languages*, *detect invisibility*, *locate object*, *dispel magic*, *clairvoyance*, *clairaudience*, *remove curse* or *legend lore* (this last spell she greatly prefers to use as gynosphinxes can be storehouses of knowledge and pride themselves on the ability).

SPHINX, HIERACO–

FREQUENCY	Uncommon
NO. ENCOUNTERED	1
SIZE	Large (7ft long)
ALIGNMENT	Chaotic neutral/Chaotic evil
MOVE	140ft; 220ft flying (AA:III)
ARMOUR CLASS	0 [20]
HIT DICE	8
MELEE ATTACKS	2 claws (2d4) and 1 bite (1d10)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Average (8-10)
MORALE	85
LOOT	Hoard 5
EXPERIENCE	600 +12/hp

The dreaded hieracosphinx is an eminently evil being. A hawk-headed, winged lion, it prowls desolate places and preys on unsuspecting lone travellers or weak parties of people. Its appetite for warm flesh is nearly insatiable and it is utterly merciless in its pursuit. The creature will often toy with opponents, chasing them for league upon league through the desert under the blazing sun, and when they think they have reached relative safety, the beast will swoop down and attack with its razor-sharp beak and talons.

SPIDER, GIANT

	BIG	BIGGER	BIGGEST
FREQUENCY	Common	Common	Uncommon
NO. ENCOUNTERED	2d12	2d6	1d8
SIZE	Small	Medium	Large
ALIGNMENT	Neutral	Neutral	Chaotic evil
MOVE	60ft; 150ft in web	180ft	30ft; 120ft in web
ARMOUR CLASS	6 [14]	6 [14]	4 [16]
HIT DICE	1+1	2+2	4+4
MELEE ATTACKS	1 (1d4+poison)	1 (1d6+poison)	1 (1d8+poison)
SENSES	Standard	Standard	Standard
LAIR CHANCE	50%	50%	75%
INTELLIGENCE	Animal (1)	Animal (1)	Low (5-7)
MORALE	50	55	70
LOOT	Individual 1-5	Individual 1-5, Cache 3	Hoard 3
EXPERIENCE	75 +2/hp	150 +3/hp	325 +5/hp

Unarmed Combat. Giant spiders cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

BIG GIANT SPIDERS

Big giant spiders come in various shapes and colours. These are among the most frequently encountered denizens of dungeons and ruins. Some are jumping spiders and some spin webs, but unlike the larger types, neither characteristic is significant in game terms.

Special Attacks

Venomous Bite. On a successful hit, the target of a big giant spider's bite must make a saving throw vs. death or die, but the saving throw is made with a +2 bonus to the die roll because the venom is relatively weak.

BIGGER GIANT SPIDERS

The bigger variety of giant spiders resemble tarantulas. They do not spin webs because they are jumping predators.

Surprise and Initiative

Surprise. As hunting spiders, the bigger giant spider surprises prey on a roll of 1-5 on a d6.

Special Attacks

Leap. The bigger type of giant spider can leap 30ft to attack and attack in the same round. This is considered a charge.

Venomous Bite. On a successful hit, the target of a bigger giant spider's bite must make a saving throw vs. death or die, but the saving throw is made with a +1 bonus to the die roll because the venom is slightly weaker than normal poison.

BIGGEST GIANT SPIDERS

These creatures build webs to ensnare prey. Usually, adventurers will encounter the webs first.

Special Features

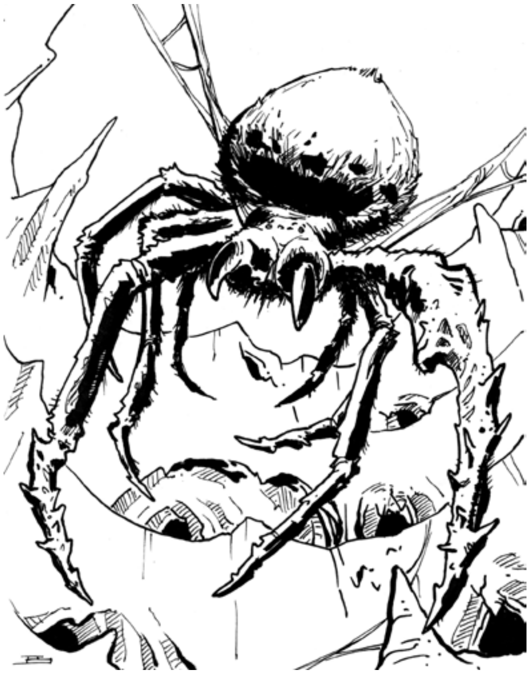
Webs. It takes 2 combat rounds to break free from their webs (+1 additional round for each point of strength below 17).

Special Attacks

Venomous Bite. On a successful hit, the target of a biggest giant spider's bite must make a saving throw vs. death or die.

Language

In some fantasy worlds, giant spiders can speak Common; in others, they are voiceless.



SPIDER, GIANT WATER

FREQUENCY	Common
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	140ft underwater
ARMOUR CLASS	7 [13]
HIT DICE	3+3
MELEE ATTACKS	1 (1d4+1+poison)
SENSES	Standard
LAIR CHANCE	40%
INTELLIGENCE	Semi- (2-4)
MORALE	60
LOOT	Individual 1-5, Cache 3
EXPERIENCE	200 +4/hp

These are like their giant land-based cousins in most respects. They differ in that they do not build webs; rather they build underwater lairs and carefully transfer air trapped in web-sacs to the lairs (they do spin silk for this purpose and to cocoon their prey). They can hide within and wait for unwary swimmers, whereupon they will scuttle out and drag their prey down, poisoning them, cocooning them, and removing them to their lair to consume.

As their lairs are air-filled, if the creature is slain, these places may be used for one hour for creatures that require air to breathe.

Special Attacks

Venomous Bite. On a successful hit, the target of a giant water spider's bite must make a saving throw vs. death or die.

Unarmed Combat. Giant spiders cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SPIDER, PHASE

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	60ft; 120ft in web
ARMOUR CLASS	7 [13]
HIT DICE	5+5
MELEE ATTACKS	1 bite (1d4+1 + poison)
SENSES	Infravision 60ft
LAIR CHANCE	75%
INTELLIGENCE	Low (5-7)
MORALE	75
LOOT	Hoard 5
EXPERIENCE	700 +6/hp

The phase spider is so named because it is able to shift itself subtly in and out of reality during combat. If struck by a *phase door* spell, the phase spider must remain in phase for eight rounds. Becoming ethereal through magic or other means puts attackers in phase with the creature and they may strike at it with no disadvantage. The webs of this creature are highly sought after for the construction of bags of holding, etc.

Special Features

Shift Phase. A phase spider can shift in phase or out of phase, at will on its initiative segment, without using an action. Once the spider has changed phase, it cannot change phase again until its next initiative. While out of phase, the spider is considered to be ethereal.

Special Attacks

Venomous Bite. On a successful hit, the target of a phase spider's bite must make a saving throw vs. death or die. The saving throw is made with a penalty of -2 to the roll (the venom is exceedingly deadly).

Unarmed Combat. Giant spiders cannot effectively be targeted with grappling or overbearing attacks, and do not use these tactics.

SPRITE

FREQUENCY	Rare
NO. ENCOUNTERED	10d10
SIZE	Tiny (1ft)
ALIGNMENT	Neutral good
MOVE	90ft; 180ft flying (AA:III)
ARMOUR CLASS	6 [14]
HIT DICE	1
MELEE ATTACKS	1 (by weapon)
SENSES	Keen
LAIR CHANCE	20%
INTELLIGENCE	Very (11-12)
MORALE	50
LOOT	Hoard 3
EXPERIENCE	50 +1/hp

Sprites are fey creatures resembling tiny humans with insect wings. They use daggers in melee, but prefer small bows (treat as a short bow, but half range and 1d3 damage per arrow).

They will typically only attack evil creatures or those that blunder through their homes. Evil things will be slain, others removed in their sleep to somewhere far away.

Special Features

Fey Magic. Sprites can (at will) become *invisible*, *detect evil* as per the spell, and move in complete silence.

Special Attacks

Arrows. Sprite arrows are coated with *sleep* poison. A successful hit requires a saving throw vs poison or the victim falls into magical sleep for 1d6 hours.

Unarmed Combat. Sprites are too small to be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

SQUID, GIANT

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Huge
ALIGNMENT	Neutral
MOVE	180ft swimming
ARMOUR CLASS	3 [17] / 7 [13]
HIT DICE	12
MELEE ATTACKS	8 tentacles (1d6) and 1 bite (5d4)
SENSES	Standard
LAIR CHANCE	40%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Hoard 1
EXPERIENCE	2,000 +16/hp

These monsters live deep within the oceans at depths few can reach. Occasionally they will surface to attack a passing ship. When these squid attack, they will attach themselves with two of their ten tentacles to the ship. This leaves the other eight tentacles free to go after the crew. When the squid has picked the ship clean it will crush the hull and drag the wreckage to its lair.

If the squid loses more than 3 arms it will release the ship and flee. As it does the monster will release ink in the water leaving a cloud 60ft deep by 80ft wide.

Special Features

Sectioned Armour Class. A giant squid's body is protected by a tough shell (AC 3 [17]), but its tentacles and head are more vulnerable (AC 7 [13]).

Special Attacks

Tentacle. Each tentacle hits for 1d6 damage. With each successful hit it grabs its victim and holds it. In addition to biting one held victim, with each successive round the tentacle does an additional 2d6 crushing damage until the victim is dead. It takes one round to eat its dead victim, then the tentacle is free to attack a new target. The only way to get a squid to release its victim is to sever the tentacle by causing 10 hp of slashing damage to it (this only damages the tentacle, not the squid).

When the tentacle hits, roll 1d100 to determine how well it is holding the victim.

01-25: Both arms are held and the victim cannot attack.

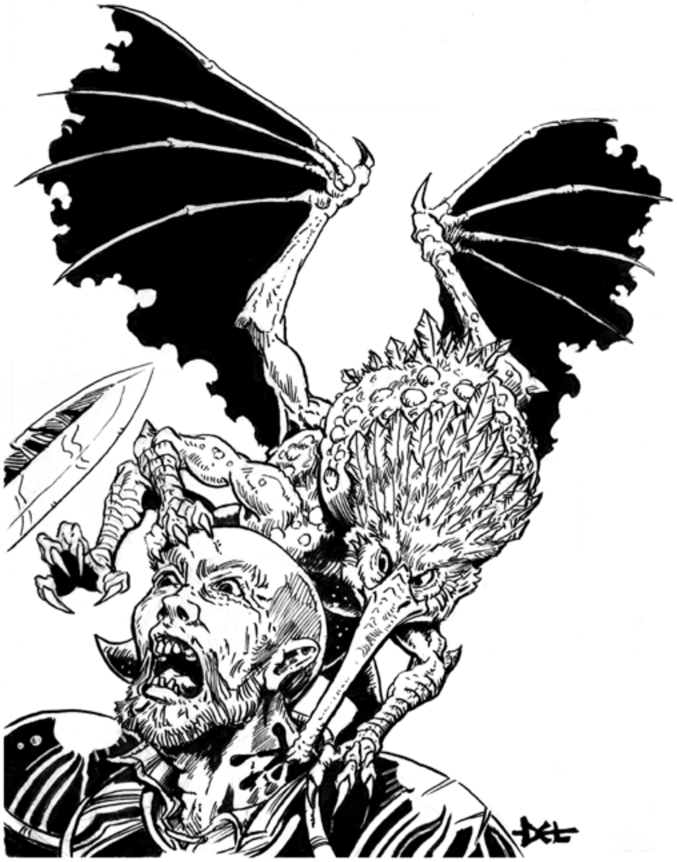
26-75: One limb is held and the victim can attack with a -3 penalty.

76-00: Both arms are free and the victim can attack with only a -1 penalty.

STIRGE

FREQUENCY	Uncommon
NO. ENCOUNTERED	3d10
SIZE	Small
ALIGNMENT	Neutral
MOVE	30ft; 180ft flying (AA:IV)
ARMOUR CLASS	8 [12]
HIT DICE	1+1
MELEE ATTACKS	1 (1d3)
SENSES	Infravision 60ft
LAIR CHANCE	55%
INTELLIGENCE	Animal (1)
MORALE	50
LOOT	Hoard 4
EXPERIENCE	35 +2/hp

Stirges are bat-like flying mammals with a long, bloodsucking snout. They live in dark places and feed on blood.



Special Attacks

Attacks as 4HD. A stirge attacks as a 4 hit dice creature.

Suck Blood. Once it has hit, the stirge has latched on to its victim and will continue draining the victim of 1d3 hp worth of blood per round, without needing any further rolls “to hit”, until the stirge has drunk 10–13 (9+1d4) hp worth of blood, at which time its hunger is satisfied and it will attempt to depart. Only death will prevent the stirge feeding once it has latched on.

STUNJELLY

FREQUENCY	Uncommon
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	30ft
ARMOUR CLASS	8 [12]
HIT DICE	4
MELEE ATTACKS	1 tendril (2d4 + paralysis)
SENSES	Special
LAIR CHANCE	95%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	150 +4/hp

Stunjellies appear, at a distance, to be no more than a normal section of wall, but should any individual stray too close, they will turn translucent and attack. Most known examples occupy an area 10ft wide by 10ft high and are 2ft to 5ft thick, but larger versions have occasionally been reported.

Surprise and Initiative

Surprise. Stunjellies surprise on a 1-5 on 1d6 if they have not been detected before the target moves into range.

Immunities and Resistances

Immunities. Stunjellies are immune to paralysis, as well as polymorph, electrical attacks and mind-influencing spells. They cannot be knocked prone.

Special Attacks

Paralysis. If the stunjelly makes a successful hit, the target must make a saving throw vs paralysis or be paralysed for 5d4 rounds, which the Stunjelly uses to engulf its victim and begin the process of digestion.

SYLPH

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Medium
ALIGNMENT	Neutral
MOVE	120ft; 360ft flying (AA:V)
ARMOUR CLASS	10 [10]
HIT DICE	3
MELEE ATTACKS	Nil
SENSES	Standard
LAIR CHANCE	10%
INTELLIGENCE	Exceptional (15-16)
MORALE	60
LOOT	Cache 3 (x10), Cache 10
EXPERIENCE	100 +3/hp

Sylphs are aerial fey creatures thought to be closely related to nymphs. Because a sylph’s territory is so vast it is unlikely they will be encountered anywhere near their lair.

Immunities and Resistances

Magic Resistance (50%). Any magic spell or effect has a 50% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Special Features

Spells. Sylphs are able to cast spells as if they are a 7th level magic-user (4—1st level, 3—2nd level, 2—3rd level, 1—4th level).

Spell-Like Abilities.

At Will: *invisibility.*

1/Week: *conjure air elemental*.

Unarmed Combat. Sylphs do not engage in grappling or overbearing attacks. They can be targeted this way. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

Language

Sylphs have their own language, speak the language of the fey, and can also understand common.

T

TICK, GIANT

FREQUENCY	Rare
NO. ENCOUNTERED	3d4
SIZE	Small
ALIGNMENT	Neutral
MOVE	30ft
ARMOUR CLASS	4 [16]
HIT DICE	3
MELEE ATTACKS	1 (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	50 +2/hp

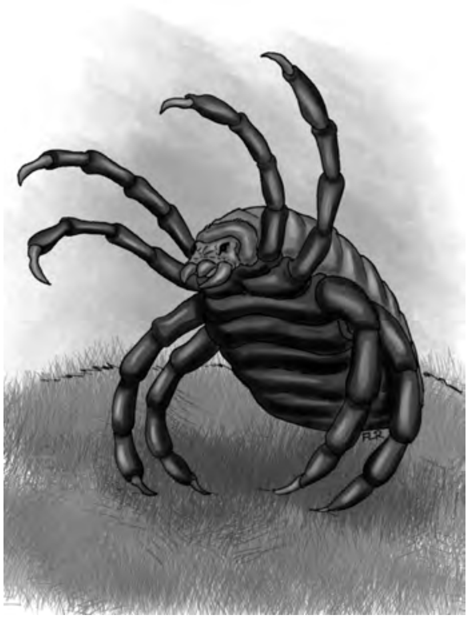
These blood-sucking creatures are giant versions of the normal tick, but are 3-4ft in length. They typically dwell in ruins and upper dungeon levels, though some are found in forests as well. They usually seek to ambush their prey, jumping out from hiding.

Special Attacks

Suck Blood. The initial attack inflicts the damage indicated, and thereafter the giant tick drains 1d6 hp worth of blood automatically per round (no further to-hit rolls needed).

Disease. A character bitten by a giant tick must save vs poison or suffer a disease that will be fatal in 1d6 weeks.

Unarmed Combat. Giant ticks cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.



TIGER

	TIGER	**SMILODON**
FREQUENCY	Uncommon	Rare
NO. ENCOUNTERED	1d4	1d2
SIZE	Large	Large
ALIGNMENT	Neutral	Neutral
MOVE	120ft	120ft
ARMOUR CLASS	6 [14]	6 [14]
HIT DICE	5+5	7+2
MELEE ATTACKS	2 claws (1d6) and 1 bite (1d10)	2 claws (1d8) and 1 bite (2d6)
SENSES	Keen	Keen
LAIR CHANCE	7%	15%
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	75	80
LOOT	Nil	Nil
EXPERIENCE	250 +6/hp	525 +10/hp

Tigers are large, carnivorous and very cunning cats ranging from tropical climes to subarctic tundra. Tigers are ruthless and efficient predators, often hunting in pairs or family groups, surrounding their prey and attacking as one.

Smilodons (sabre-toothed tigers) are dangerous and aggressive. These giant cats are generally found in “lost world” type areas with dinosaurs and cave men, but they are sometimes encountered in more standard (sword & sorcery) settings as well.

Surprise and Initiative

Alert. Tigers and smilodons are surprised only on a roll of 1 on 1d6.

Special Features

Movement. Tigers can climb trees as easily as walking on the ground. Tigers and smilodons can leap 40ft to attack from hiding (treat as charge), move quietly at quarter speed in natural settings, and spring upwards a distance of 10ft.

Special Attacks

Rear Claws. If both claw attacks are successful the tiger (or Smilodon) has grabbed its victim and gains two additional attacks at +4 “to hit” from its powerful rear legs (claw damage with a +2 bonus).

Smilodon Bite. Smilodons have a +2 to-hit bonus for their bite.

Unarmed Combat. Tigers and smilodons cannot be targeted with grappling or overbearing attacks. They may choose to overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +5/na.

TITAN

FREQUENCY	Very rare
NO. ENCOUNTERED	1
SIZE	Huge (18ft or more)
ALIGNMENT	Chaotic good
MOVE	Depends on HD (see below)
ARMOUR CLASS	Depends on HD (see below)
HIT DICE	17–22
MELEE ATTACKS	1 (See below)
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Genius (17-18) or Supra–Genius
MORALE	Depends on HD (see below)
LOOT	Hoard 5, Cache 3 (x10), Cache 4
EXPERIENCE	Variable

Titans are powerful creatures not native to the material plane, and are therefore affected by a *protection from evil* spell (if it overcomes their innate magic resistance). They normally appear as massive humans, figured and possessed of an unearthly beauty. By hit die, movement rate, armour class, damage, and morale is as follows:

- **17 HD:** MV 210ft, AC 2 [18], DAM 7d6, Morale 130
- **18 HD:** MV 210ft, AC 1 [19], DAM 7d6, Morale 135
- **19 HD:** MV 150ft, AC 0 [20], DAM 7d6, Morale 140
- **20 HD:** MV 150ft, AC -1 [21], DAM 7d6, Morale 145
- **21 HD** MV 150ft, AC -2 [22], DAM 8d6, Morale 150
- **22 HD:** MV 150ft, AC -3 [23], DAM 8d6, Morale 155

It is possible (20% chance) that a titan will be accompanied by a storm giant, for the two species are friendly with each other.

Immunities and Resistances

Magic Resistance (60%). Any magic spell or effect has a 60% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mental Attacks. Titans are immune to all mental attacks (all spells and abilities affecting the mind), and may have mental powers if the GM makes use of psionics in the campaign.

Special Features

Spell-Like Abilities.

At Will: *levitate* (per the level 2 magic-user spell).

2/day: become invisible or shift into the ethereal plane.

Spells. All titans have the ability to cast both clerical and magic spells. For each type of spell, roll 1d4+3. This number represents the maximum spell level the titan can cast for that type of spell. The titan can cast 2 spells of each level.

Example: The die rolls result in a 4 for magic spells and a 6 for clerical spells. The titan would be able to cast 2 first level magic spells, 2 second level, 2 third level and 2 fourth level (because the die roll for maximum level of magic spells was 4). It would also be able to cast 2 first level clerical spells, 2 second level, 2 third level, 2 fourth level, 2 fifth level, and 2 sixth level (because the die roll showed 6 as the maximum level for clerical spells).

Unarmed Combat. Titans cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

TITANOTHERE

FREQUENCY	Rare
NO. ENCOUNTERED	1d12
SIZE	Huge
ALIGNMENT	Neutral
MOVE	120ft
ARMOUR CLASS	6 [14]
HIT DICE	12
MELEE ATTACKS	1 gore (4d4)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Semi- (2-4)
MORALE	105
LOOT	Nil
EXPERIENCE	2,000 +16/hp

A prehistoric ruminant, the titanothere (indricotherium) looks rather like its contemporary descendant the rhinoceros. If spooked, it will charge in an effort to trample. A 2 on the “Number Encountered” roll means a mated pair; a 3 means a mated pair with a juvenile.

Special Attacks

Charge. If the titanothere charges into combat and hits, it inflicts double damage.

Trample. The titanothere gains an extra attack against creatures size Medium or smaller. The trample attack must roll to hit, and inflicts 2d6 hit points of blunt damage. Creatures size Large or larger cannot be attacked by trampling.

Unarmed Combat. Titanotheres cannot be targeted with grappling or overbearing attacks, and do not use these tactics.

TOAD, GIANT

	GIANT	GIANT POISONOUS
FREQUENCY	Common	Uncommon
NO. ENCOUNTERED	1d12	1d8
SIZE	Medium	Medium
ALIGNMENT	Neutral	Neutral
MOVE	60ft; 60ft leaping	60ft; 60ft leaping
ARMOUR CLASS	6 [14]	7 [13]
HIT DICE	2+4	2
MELEE ATTACKS	2d4	1d4+1 + poison
SENSES	Keen	Keen
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	60	55
LOOT	Nil	Nil
EXPERIENCE	20 +2/hp	50 +2/hp

Giant toads hunt any sort of prey, including humans. Poisonous giant toads are indistinguishable from normal giant toads.

Special Attacks

Leap. Giant toads can leap forward up to 60ft and attack in the same round (treat as a charge).

Venomous Bite (Poisonous Toad Only). The giant poisonous toad has a venomous bite. Anyone successfully hit by the toad's bite attack must make a saving throw vs. poison or die.

Unarmed Combat. Giant toads cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

TRAPPER

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	30ft
ARMOUR CLASS	3 [17]
HIT DICE	12
MELEE ATTACKS	1 (special)
SENSES	Infravision 60ft
LAIR CHANCE	85%
INTELLIGENCE	High (13-14)
MORALE	105
LOOT	Hoard 7
EXPERIENCE	3,000 +16/hp

Trappers are underground predators, creatures with flat bodies like a manta ray and the ability to blend in almost perfectly with stone patterns (including flagstones). They are roughly square in shape, about 20ft by 20ft in size (larger and smaller trappers, with proportionally higher or lower hit dice have been encountered), but can alter their dimensions to a considerable degree. These dangerous creatures lie flat on dungeon floors, waiting for prey to step onto them.

Surprise and Initiative

Undetectable. It cannot be surprised, and has a 95% chance to surprise for 1 segment.

Immunities and Resistances

Resistance (fire and cold). Trappers take half damage from fire and cold, and no damage at all from such attacks if the monster is entitled to a saving throw and succeeds.

Special Attacks

Enfold. When potential prey steps onto the trapper, the monster whips upward to enfold all creatures standing on it. The trapper's stone-hard skin and powerful muscles are deadly. Victims enfolded in the trapper cannot use weapons and will suffocate in 6 rounds. Moreover, before suffocating, victims will suffer 6hp damage per round. Rescue must come from outside.

Unarmed Combat. Trappers cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

TREANT

FREQUENCY	Rare
NO. ENCOUNTERED	1d20
SIZE	Large
ALIGNMENT	Chaotic good
MOVE	120ft
ARMOUR CLASS	0 [20]
HIT DICE	7–12 (1d6+6 if randomly determined)
MELEE ATTACKS	2 (fists). See below
SENSES	Keen
LAIR CHANCE	10%
INTELLIGENCE	Very (11-12)
MORALE	See below
LOOT	Cache 3 (x5), Cache 5
EXPERIENCE	7HD: 1,295 +8/hp 8HD: 1,600 +10/hp 9HD: 2,050 +12/hp 10HD: 2,350 +13/hp 11HD: 2,750 +14/hp 12HD: 3,600 +16/hp

Treants are woodland creatures, reclusive to humankind but friendly with other good-aligned creatures of the woods. They resemble humanoid trees: their "arms" and "legs" are not easily seen as such until they begin moving. Treants are vigilant guardians of the woods, despising anyone of evil alignment and all who make reckless use of fire, regardless of alignment. Damage and morale depend upon hit dice as follows:

- **7–8 HD:** 2d8 damage per fist; Morale 80 or 85
- **9–10 HD:** 3d6 damage per fist; Morale 90 or 95
- **11–12 HD:** 4d6 damage per fist; Morale 100 or 105

Surprise and Initiative

Alert. Treants cannot be surprised.

Immunities and Resistances

Vulnerability to Fire. Treants are quite vulnerable to fire: fire attacks requiring a roll "to hit" gain a bonus of +4, a treant makes saving throws vs fire at -4, and any hit die of damage inflicted upon a treant gains a +1 to its result.

Special Features

Animate Trees. Treants can animate 1d2 trees to aid them (see "Tree, Animated") within a range of 180ft. Separate experience is not awarded for killing such animated trees.

Unarmed Combat. Treants cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

TREE, ANIMATED

FREQUENCY	Rare
NO. ENCOUNTERED	1d2
SIZE	Large
ALIGNMENT	Neutral
MOVE	30ft
ARMOUR CLASS	0 [20]
HIT DICE	12
MELEE ATTACKS	2 (fists) (4d6)
SENSES	Special
LAIR CHANCE	100%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Nil
EXPERIENCE	1,300 +16/hp (nil if animated by a treant)

Animated trees are generally encountered when treants animate a normal tree (see "Treant").

Immunities and Resistances

Plant Immunities. The animated tree doesn't need to eat, drink, sleep, or breathe as an animal would. Magic can't put it to sleep. Gases can't harm it, and it is immune to poison and disease.

Unarmed Combat. Animated trees cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

TRITON

FREQUENCY	Rare
NO. ENCOUNTERED	10d6 (10–60)
SIZE	Medium
ALIGNMENT	Neutral good
MOVE	150ft; 150ft swimming
ARMOUR CLASS	4 [15]
HIT DICE	3
MELEE ATTACKS	1 (weapon)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	High+ (13-14+)
MORALE	60
LOOT	Hoard 3, Cache 4, 5, 6, 10
EXPERIENCE	Warrior 110 +2/hp Leader (4HD) 145 +3/hp Leader (5HD) 190 +4/hp Leader (6HD) 280 +6/hp Leader (9HD) 1,000 +12/hp

Tritons resemble humans, but have two fish-like tails instead of legs. These aquatic creatures can live in any depth of water, and are found in the elemental plane of water as well as in the prime material plane. Groups of tritons are composed as follows:

- 90% chance to be mounted on hippocampi (65%) or giant sea horses (35%)
- Per 10 tritons, 1 leader with 4-6 hit dice (1d3+3)
- Per 10 tritons, 10% chance of 1d4 tritons with magic-user ability of level 1d6.
- Per 20 tritons, 1 leader with 7-8 hit dice (1d2+6)
- Any number of tritons over 50, 1 leader with 9 hit dice
- A triton leader (9 HD) will carry a shell horn with the following abilities:
- *Summon allies:* 5d4 hippocampi, 5d6 giant sea horses, or 1d10 sea lions (depending upon how blown)
- *Disperse sea animals:* all sea creatures of animal intelligence must save vs spells at -5 or flee for 3d6 turns

Tritons are civilised, dwelling in castles beneath the waves (80% chance) or elaborate caverns of their own excavation (20% chance). These lairs contain additional tritons:

- 60 normal triton warriors plus leaders as described above
- 1 magic-user level 1d2+6
- 1 cleric level 1d4+7
- 4 clerics level 1d4+5

Immunities and Resistances

Magic Resistance (90%). Any magic spell or effect has a 90% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Unarmed Combat. Tritons cannot be effectively targeted with grappling or overbearing attacks, and do not use these tactics.

TROGLODYTE

FREQUENCY	Common
NO. ENCOUNTERED	10d10
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	2
MELEE ATTACKS	2 claws (1d3) and 1 bite (1d4+1) or by weapon
SENSES	Infravision 90ft
LAIR CHANCE	15%
INTELLIGENCE	Low (5-7)
MORALE	55
LOOT	Hoard 1
EXPERIENCE	20 +2/hp

Troglodytes are a reptilian species that make their lairs deep underground. They have an unnatural hatred of humans, and will attack them on sight.

Raiding parties (10 or more) will be led by a troglodyte that has 3 HD. War parties (20 or more) will be led by 2 troglodytes with 4 HD each. In their lair a chief will be present (a 6 HD monster) as well as 2d4 guards (3 HD creatures).

Some troglodytes attack with their claws and teeth, and some use weapons that they have taken in previous battles.

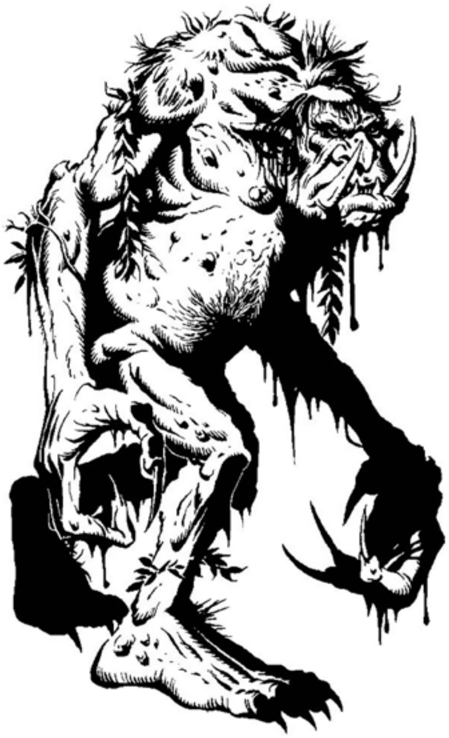
Surprise and Initiative

Surprise (Chameleon). Troglodytes have the ability to alter their colouration depending on the area around them. This ability allows them to surprise others on a 1–4 on 1d6. This surprise bonus does not work when they are emitting their odour.

Special Features

Emit Repulsive Odour. They also have a special attack, once in combat they emit a sickening odour against which humans (as well as elves, half-elves, dwarfs, halflings, and gnomes) must save vs poison. If they fail, they lose 1 point of strength per round for 1d6 rounds. This effect lasts for 10 rounds after the last round it was active.

Unarmed Combat. Troglodytes can be targeted and may engage in overbearing and grappling. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.



TROLL

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d12
SIZE	Large (9ft+ tall)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	6+6
MELEE ATTACKS	2 claws (1d4+4) and 1 bite (2d6)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Low (5-7)
MORALE	80
LOOT	Hoard 4
EXPERIENCE	525 +8/hp

Trolls are large creatures, shaped like humans but with long arms and legs, rubbery flesh, and a feral, misshapen face. Their crouching gait is unmistakable to those who are familiar with the species, which is known for its ravenous hunger and its most notable attribute: regeneration.

Immunities and Resistances

Effect of Regeneration. Trolls regenerate all damage except fire damage and corrosive damage (acid). Thus, a troll can only be permanently killed by fire or acid.

Special Features

Regeneration. After three rounds of combat (even if the troll is dead), a troll's innate regeneration ability will start working, recovering 3 hit points per round. Their ability to regenerate even allows detached limbs to reattach to their body. Severed limbs will even continue to attack foes independently.

Unarmed Combat. Trolls do not engage in grappling or overbearing attacks, but can be targeted this way. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +2/-2.

TROLL, GIANT

FREQUENCY	Rare
NO. ENCOUNTERED	1d12
SIZE	Large (10ft tall)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	8
MELEE ATTACKS	1 club (2d8) or 2 claws (1d6)
SENSES	Infravision 90ft
LAIR CHANCE	33%
INTELLIGENCE	Low (5-7)
MORALE	85
LOOT	Hoard 3
EXPERIENCE	750 +10/hp

These horrible creatures are the result of crossbreeding trolls with hill giants, resulting in a monster that looks mostly like a troll, but even larger.

Immunities and Resistances

Effect of Regeneration. Giant trolls regenerate all damage except fire damage and corrosive damage (acid) while they are alive. Unlike true trolls, they do not regenerate once killed. It is thus possible to kill a giant troll without using acid or fire, but the creature will be regenerating damage up until the point it dies.

Special Features

Catch Missiles. Giant trolls have extremely fast reflexes and are able to snatch a missile from the air 25% of the time. If it is a missile suitable for throwing (example: spear, rock) the giant troll will throw it back as its next attack.

Regeneration. Giant trolls regenerate 2 hp per round but unlike their smaller cousins, they are not capable of rebonding severed limbs, and severed limbs will not attack independently.

Unarmed Combat. Giant trolls cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

TROLL, GIANT TWO–HEADED

FREQUENCY	Very rare
NO. ENCOUNTERED	1d3
SIZE	Large (10ft tall)
ALIGNMENT	Chaotic evil
MOVE	120ft
ARMOUR CLASS	4 [16]
HIT DICE	10
MELEE ATTACKS	2 claws (1d6) and 2 bites (1d10)
SENSES	Infravision 60ft
LAIR CHANCE	35%
INTELLIGENCE	Average (8-10)
MORALE	95
LOOT	Hoard 4, Cache 3
EXPERIENCE	1,750 +15/hp

Giant two-headed trolls are the vicious offspring of trolls and ettins. In appearance they look most like trolls, though they have two heads like an ettin and prefer wearing filthy animal skins as ettins do. Giant two–headed trolls are nocturnal and prefer underground dwellings such as dungeons or caverns.

In combat the giant two–headed troll can direct claw attacks at two different opponents, but both bite attacks must be directed at the same opponent.

Surprise and Initiative

Alert. Giant two-headed trolls can only be surprised on a die roll of 1 (on a 1d6).

Immunities and Resistances

Effect of Regeneration. Giant two-headed trolls regenerate all damage except fire damage and corrosive damage (acid) while they are alive. Unlike true trolls, they do not regenerate once killed. It is thus possible to kill these creatures without using acid or fire, but the creature will be regenerating damage up until the point it dies.

Special Features

Regeneration. Giant trolls regenerate 1 hit point per round (except acid and fire damage) but unlike their smaller cousins, they are not capable of rebonding severed limbs, and severed limbs will not attack independently.

Unarmed Combat. Giant two-headed trolls cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

TROLL, ICE

FREQUENCY	Rare
NO. ENCOUNTERED	1d6
SIZE	Large (9ft tall)
ALIGNMENT	Chaotic evil
MOVE	90ft
ARMOUR CLASS	8
HIT DICE	2
MELEE ATTACKS	2 claws (1d8)
SENSES	Infravision 90ft
LAIR CHANCE	10%
INTELLIGENCE	Semi- (2-4)
MORALE	55
LOOT	Hoard 4 (with no magic)
EXPERIENCE	45 +2/hp

An ice troll has the general form of a troll, but its cold, semi-transparent body seems to have been chiselled from blue-tinged ice. Ice trolls prefer underground dwellings such as dungeons or caverns and will always lair near running water if possible or, failing that, the wettest spot they can find.

Immunities and Resistances

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Immune to Cold. Ice trolls are immune to cold damage.

Vulnerability to Fire. Fire inflicts double damage upon ice trolls.

Effect of Regeneration. Ice trolls regenerate all damage except fire damage and corrosive damage (acid). Thus, an ice troll can only be permanently killed by fire or acid.

Special Features

Regeneration. These trolls regenerate 2 hp per round (except damage from fire and acid) and are capable of rebonding severed limbs, but only if the limb is immersed in water. A severed limb will move toward the nearest body of water if one is within 30ft. Severed limbs will not attack independently.

Unarmed Combat. Ice trolls do not engage in grappling or overbearing attacks, but can be targeted this way. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +2/-2.

TROLL, SPECTRAL

FREQUENCY	Very rare
NO. ENCOUNTERED	1d2
SIZE	Large (8ft tall)
ALIGNMENT	Chaotic evil
MOVE	150ft
ARMOUR CLASS	2
HIT DICE	5+5
MELEE ATTACKS	2 claws (1d3 + special) and 1 bite (1d6)
SENSES	Infravision 120ft
LAIR CHANCE	Nil
INTELLIGENCE	Very (11-12)
MORALE	75
LOOT	Nil
EXPERIENCE	625 +6/hp

Long ago these creatures were created in some bizarre and perverted arcane ritual, merging the life essences of a troll and some extra-planar creature. Fewer than 50 of these creatures are believed to exist and the secret of their creation process died with the creators when the spectral trolls rose up in revolt and fed upon their life energy (see “claws drain strength”).

Immunities and Resistances

Magic Resistance (30%). Any magic spell or effect has a 30% chance (at caster level 11) to have no effect on this creature; but if it does, the magic takes full effect.

Immune to Mundane Weapons. This creature is immune to piercing, blunt, and slashing damage from weapons and unarmed attacks, unless the weapon causing that damage has a magical bonus of +1 or more.

Effect of Regeneration. Spectral trolls regenerate all damage except fire damage and corrosive damage (acid). Thus, they can only be permanently killed by fire or acid.

Immunity (Cold). Spectral trolls are immune to cold damage.

Special Features

Natural Invisibility. Spectral trolls are invisible. Anyone able to see invisible will see a monster that appears very much like a shorter-than-normal troll with somewhat indistinct features and glowing amber eyes.

Regeneration. After three rounds of combat (even if the spectral troll is dead), its innate regeneration ability will start working, recovering 3 hit points per round. Their ability to regenerate even allows detached limbs to reattach to their body. Severed limbs will even continue to attack foes independently.

Special Attacks

Claws Drain Strength. The spectral troll has two claw attacks that subtract 1d3 points from the victim’s strength ability score as well as inflicting damage. For example: a 17 strength fighter struck for 2 hit points of damage will also be reduced to a strength of 15. Strength is recovered at a rate of 1 point every 2d4 turns. If a victim's strength is reduced to zero they die; if strength is reduced to 1 or 2 hit points, the victim will fall comatose to the ground and will not recover consciousness until enough strength is recovered to raise the score to 3 or higher.

Magic Bite. The bite attack inflicts 1d6 points of damage, but the troll adds its own hit point value as bonus damage to the attack. Example: a spectral troll with 38 hit points bites a cleric for 4 points of damage. Total damage dealt to the unfortunate cleric would 4+38 = 42.

Unarmed Combat. Spectral trolls cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

TURTLE, GIANT

	GIANT SEA	**GIANT SNAPPING**
FREQUENCY	Uncommon	Uncommon
NO. ENCOUNTERED	1d3	1d4
SIZE	Large	Large
ALIGNMENT	Neutral	Neutral
MOVE	10ft; 150ft swimming	30ft; 120ft swimming
ARMOUR CLASS	2 [18] (shell) or 5 [15] (head and flippers)	0 [20] (shell) or 5 [15] (head and legs)
HIT DICE	15	10
MELEE ATTACKS	1 bite (4d4)	1 bite (6d4)
SENSES	Standard	Standard
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	120	95
LOOT	Nil	Nil
EXPERIENCE	2,400 + 20/hp	1,500 +14/hp

GIANT SEA TURTLES

These are massive beasts, normally placid but ferocious when they feel they are under attack. They have a 90% chance of overturning a boat, and a 10% chance to overturn even a small ship. A sea turtle can withdraw its vulnerable head and flippers into its shell, but obviously cannot attack or move if it does so.

Special Features

Segmented Armour Class. The head and flippers of a giant sea turtle are AC 5 [15]. Most attacks will have to be directed at its shell, which is AC 2 [18]. Only a person directly in front of the turtle can attack its head.

GIANT SNAPPING TURTLES

These creatures are less massive than giant sea turtles, but they are aggressive predators, lying in wait for prey in the shallow waters of swamps, lakes, and coasts. The turtle's lumpy shell is excellent camouflage, granting it an excellent chance to surprise passing creatures. A giant snapping turtle can retract its legs and head into its shell, but when it is thus protected it obviously cannot attack or move. Like their smaller cousins, giant snapping turtles have disproportionately long necks, and can snap at enemies as far as 10ft away.

Surprise and Initiative

Surprise. Giant snapping turtles surprise on a 1–4 on d6.

U

UNICORN

FREQUENCY	Rare
NO. ENCOUNTERED	1d4+1
SIZE	Large
ALIGNMENT	Chaotic good
MOVE	240ft
ARMOUR CLASS	2 [18]
HIT DICE	4+4
MELEE ATTACKS	2 hooves (1d6) and 1 horn (1d12)
SENSES	Standard
LAIR CHANCE	5%
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Cache 10
EXPERIENCE	440 +4/hp

Unicorns avoid contact with all but woodland creatures, although they may render assistance to maidens who are pure of heart, allowing themselves to be tamed as steeds.

Surprise and Initiative

Alert. Unicorns are never surprised within 240ft.

Surprise. Unicorns surprise on a 1–5 on 1d6.

Immunities and Resistances

Saving Throws. Unicorns make saving throws as a level 11 magic-user.

Immunities. Unicorns are immune to *charm*, *hold*, death magic, and poison.

Special Features

Neutralise Poison. A unicorn's horn negates the effect of poison, with normally the merest touch being required.

Dimension Door (1/day). Unicorns can cast dimension door once per day at a range of 360ft.

Special Attacks

Charge. Unicorns normally charge into battle, attacking only with their horns but for double damage on the initial attack.

Unarmed Combat. Unicorns cannot be targeted with grappling or overbearing attacks, but they may overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/na. Overbear Results Mods: ATK/DEF +5/na.

V.

VAMPIRE

FREQUENCY	Rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	120ft; 180ft flying (AA:V)
ARMOUR CLASS	1 [19]
HIT DICE	8+3
MELEE ATTACKS	1 strike (1d6+4)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Exceptional (15-16)
MORALE	90
LOOT	Hoard 6
EXPERIENCE	3,810 +12/hp

The vampire is one of the most feared of the undead. Vampires must take refuge in a coffin or other hide-away during daylight, and must slumber on soil from their own grave once in a while to maintain their powers.

Vampires create others of their kind by draining humans or humanoids of all life energy. The victim must be buried. After 1 day they will arise as a vampire. The victim will retain class abilities they had in life but will become a chaotic evil undead being. The new vampire is a slave to the vampire that created them, but becomes free willed if the master is killed.

There is a variant type of vampire from the east, which cannot assume gaseous form at will (but will if reduced to zero hit points), nor does it have a *charm* gaze. However, it is invisible and foes that cannot *detect invisibility* suffer -4 to strike these vampires in combat.

Immunities and Resistances

Turned as Undead. Vampires are turned as type 10 Undead.

Effect of Regeneration. Vampires regenerate all damage types, and can only be killed in one of the following ways. They are killed in 3 rounds of immersion in running water (each round reduces 1/3 of the creature's hit points). If caught in sunlight a vampire becomes powerless and will die in 1 turn. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire if holy sacraments or a *blessed* item is placed in the mouth after the head is removed. If a vampire is staked, it will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Immune to Mundane Weapons. The vampire is immune to piercing, blunt, or cutting damage, unless the weapon causing that damage is magical.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Resistances. Electricity and cold inflict only half damage on vampires.

Vulnerabilities. In addition to the effect of running water, sunlight, and turning, vampires are affected in a minor way by a lawful good holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which it cannot directly see the item. Holy water will inflict 1d6+1 points of damage per full vial which strikes.

Special Features

Regeneration. Vampires regenerate 3 hit points per round. They can only be killed by specific methods.

Shape Change. Vampires may shape change into a large bat at will, which grants them flying movement.

Summon Creatures. Vampires can summon 1d10×10 bats or rats when underground or 3d6 wolves when above. These creatures will arrive in 2d6 rounds.

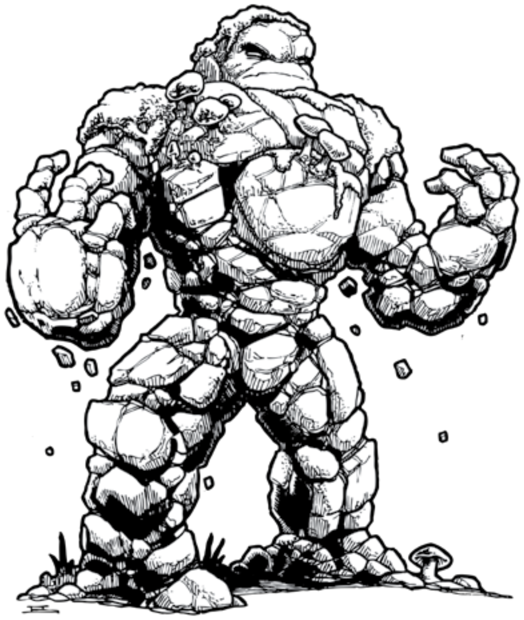
Gaseous Form (At Will). Vampires may take gaseous form at will, and will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 12 turns and rest for 8 hours, they are unable to re-form.

Special Attacks

Drain Life. A successful hit by a vampire drains two levels of experience from the victim, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Charm Gaze. Any person meeting the gaze of a vampire must successfully save vs petrifaction with a penalty of -2 or be charmed (save each time the gaze is met) as per the *charm person* spell. This applies to anyone who is generally in front of the vampire and attacking it or casting spells at it. Attacking the creature by looking at a reflection is not possible, because it casts no reflection.

Unarmed Combat. Vampires can be targeted with grappling or overbearing attacks, but they are immune to temporary damage. They may overbear and might grapple under certain conditions. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +8/-8. Overbear Results Mods: ATK/DEF +2/-2. Grappling Result Mods: ATK/DEF +0/-0.



VILSTRAAK

FREQUENCY	Rare
NO. ENCOUNTERED	2d10
SIZE	Medium
ALIGNMENT	Neutral evil
MOVE	90ft
ARMOUR CLASS	2 [18]
HIT DICE	1d6 hit points
MELEE ATTACKS	1d4+1/1d4+1
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Low (5-7)
MORALE	50
LOOT	Hoard 3
EXPERIENCE	5 +1/hp

Vilstraaks appear as a 6ft tall cross between a human and a bug, and have hides with the consistency of heavy rock. The forearms are longer than a human's and much more massive, ending in two heavy fists.

Vilstraaks blend well with their subterranean habitat, and have an innate ability to merge with (and move through) rock. These creatures tend to lair in hollows of rock and earth. These lairs usually have entrances too small to enter without traveling through solid rock, but they can be detected and dug into if there is enough time and the right tools.

Surprise and Initiative

Stone Ambush. When merged with stone, vilstraaks surprise on 1–4 on a 1d6.

Special Features

Travel Through Stone. These creatures can merge into stone and move through it, at half their normal movement rate.

Unarmed Combat. Vilstraaks cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

VOLT

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d12
SIZE	Small
ALIGNMENT	Neutral
MOVE	60ft levitating (AA:II)
ARMOUR CLASS	3 [17]
HIT DICE	2+1
MELEE ATTACKS	1 (1d4 + shock)
SENSES	Infravision 60ft
LAIR CHANCE	10%
INTELLIGENCE	Animal (1)
MORALE	55
LOOT	Nil
EXPERIENCE	50 +3/hp

Volts are peculiar, magical creatures that attack almost anything that ventures near their lair. They appear as little balls of grey fur with two protruding eyes and a long, whip-like tail that crackles with electricity.

Volt lairs usually smell slightly of ozone.

Immunities and Resistances

Immune to Electricity. Volts are immune to electricity and lightning damage.

Special Attacks

Latch, Bite, and Shock. If the volt's bite attack succeeds, it has latched onto its target and will do normal bite damage (1d4 hp) automatically every round. At the same time it will lash its foe with its tail (not an automatic hit). The tail attack inflicts a strong electric shock (2d6 hp damage) with a hit. Only victims not wearing metal armour receive a saving throw (for half damage), and any victim wearing metal armour is treated as unarmoured (AC 10 [10]) for the purposes of the volt's attack.

Unarmed Combat. Volts cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

VULCHLING

FREQUENCY	Rare
NO. ENCOUNTERED	2d8
SIZE	Medium
ALIGNMENT	Chaotic evil
MOVE	60ft; 30ft flying (AA:IV)
ARMOUR CLASS	7 [12]
HIT DICE	1
MELEE ATTACKS	1 bite (1d4+1) or 2 claws (1d4)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Low (5-7)
MORALE	50
LOOT	Individual 1, 2, 3, 4 each
EXPERIENCE	10 +1/hp

Vulchlings are a type of intelligent bird that resemble a vulture, but with facial features that look rather like a human with a beak. Vulchlings are weak fliers, tending to swoop upon their prey with 2 claw attacks, then fighting on the ground (where they can only bite).

Vulchlings can be found in desolate areas or underground, and they have been known to ally themselves with harpies or Class A demons. Vulchlings are attracted to shiny objects and a careful search of their nest usually yields a few coins.

Unarmed Combat. Vulchlings cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

W.

WALRUS

FREQUENCY	Uncommon
NO. ENCOUNTERED	3d6
SIZE	Large
ALIGNMENT	Neutral
MOVE	60ft; 180ft swimming
ARMOUR CLASS	5 [15]
HIT DICE	6
MELEE ATTACKS	3 (1d6/1d6/2d12)
SENSES	Standard
LAIR CHANCE	20%
INTELLIGENCE	Animal (1)
MORALE	75
LOOT	See below
EXPERIENCE	160 +6/hp

Walruses are large, flippered animals with long ivory tusks. They are carnivorous and very aggressive in defending their territory, and are made every more dangerous due to their great size and the fact several are usually encountered. The largest males can weight as much as 4,400 lbs.

In combat a walrus attacks with its clawed front flippers and its tusks. Males will primarily defend the herd from intruders but the females, who are also tusked, will fight if necessary.

Treasure: The ivory tusks of this animal can be sold for 1d4+1×100 gp on the market.

WASP, GIANT

FREQUENCY	Rare
NO. ENCOUNTERED	1d20; 1d20+20 in lair
SIZE	Medium
ALIGNMENT	Neutral
MOVE	60ft; 210ft flying (AA:V)
ARMOUR CLASS	4 [16]
HIT DICE	4
MELEE ATTACKS	1 bite (1d4) and 1 sting (2d4 + poison)
SENSES	Standard
LAIR CHANCE	25%
INTELLIGENCE	Non- (0)
MORALE	N/A
LOOT	Cache 3 (x20)
EXPERIENCE	300 +3/hp

Giant wasp nests may be mud-daubed or paper, depending on the type of wasp. Giant wasp wings are instantly burned away if they suffer a successful hit with a flaming object; burning away the wings in this manner does not cause hit point damage to the wasp, but prevents the creature from flying.

Although giant wasps are aerial agility level V, they can hover.

Special Attacks

Stinger. Giant wasps have a poisonous stinger that delivers a paralysing venom. Any creature hit by the stinger must make a saving throw vs poison or be paralysed for 1d4+1 days, followed by death. The wasps generally carry paralysed victims to their nests, where the victims are kept to be eaten by larvae when eggs hatch.

WEASEL, GIANT

	BIG	BIGGER
FREQUENCY	Uncommon	Rare
NO. ENCOUNTERED	2d6	1d8
SIZE	Small	Medium
ALIGNMENT	Neutral	Neutral
MOVE	150ft	150ft
ARMOUR CLASS	7 [13]	6 [14]
HIT DICE	1+1	3+3
MELEE ATTACKS	1 (1d8)	1 (2d6)
SENSES	Keen	Keen
LAIR CHANCE	10%	10%
INTELLIGENCE	Animal (1)	Animal (1)
MORALE	50	65
LOOT	See below	See below
EXPERIENCE	40 +2/hp	75 +3/hp

Big and bigger giant weasels are typically encountered in forested areas, though some may also be found in dungeons.

Their pelts are quite valuable. Big weasel pelts sell for 1d6×100 gp, bigger weasel pelts for twice that amount or more.

Special Attacks

Drain Blood. The bite of a giant weasel drains blood (automatic damage after the first successful attack). The drain is 1d8 hp per round for “big” giant weasels, and 2d6 hp per round for the bigger version.

Unarmed Combat. Giant weasels cannot be targeted with grappling or overbearing attacks, and they do not use these tactics.

WHALE

FREQUENCY	Common
NO. ENCOUNTERED	1d8
SIZE	Huge
ALIGNMENT	Neutral
MOVE	180ft to 240ft swimming
ARMOUR CLASS	4 [16]
HIT DICE	12 to 36
MELEE ATTACKS	1 bite or 1 tail. 5–15 d4 (bite), 1–5 d8 (tail)
SENSES	Standard
LAIR CHANCE	Nil
INTELLIGENCE	Low (5-7)
MORALE	Varies by HD
LOOT	See below
EXPERIENCE	Varies according to hit dice

As reflected in the statistics above, there is considerable variation between different species of whales and their relative sizes. The swallow whole ability of a purple worm may be used for larger whales, if desired, rather than the automatic spit-out described here.

Treasure: Whale ambergris from a single whale is worth 1d20×1,000 gp if properly collected. Whale meat is worth 100 gp per hit die of the whale. Additionally, there is a 1% chance each of finding cp, sp, ep, pp, gems, jewellery, and magic items within the stomach of a whale. Coins found will number 1d3×1,000 of the types found, gems and jewellery will number 1d20 if found, and magic items will number 1d4.

Special Attacks

Swallow Whole. Whales can swallow their prey (or attackers) whole. Digestive juices from the whale cause 1 hit point of damage per turn, and the whale will disgorge prey that attack from the inside, but it may choose to do so in deep water.

WIGHT

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d8
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	120ft
ARMOUR CLASS	5 [15]
HIT DICE	4+3
MELEE ATTACKS	1 claw (1d4+level drain)
SENSES	Infravision 60ft
LAIR CHANCE	70%
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Hoard 2
EXPERIENCE	590 +4/hp

Wights are undead corpses, risen with a twisted intelligence. Although they are not damaged by sunlight, they loathe the rays of the sun and do not emerge by choice from their barrows and lairs during daylight. A human killed by a wight becomes a wight under the control of its maker.

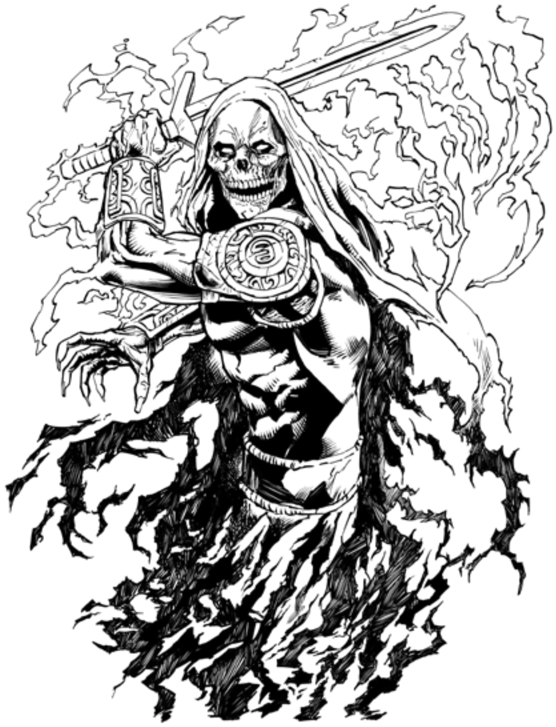
Immunities and Resistances

Turned as Undead. Wights are turned as type 5 Undead.

Immune to Mundane Non-Silver Weapons. The wight is immune to piercing, blunt, or cutting damage, unless the weapon causing that damage is magical or silver.

Immune (Cold). Wights are immune to cold damage.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.



Vulnerability to Raise Dead. Wights are destroyed if targeted with a *raise dead* spell.

Special Attacks

Level Drain. The undead power of wights is linked to the negative material plane, and thus they permanently drain a level of experience from victims when they score a hit in combat.

Unarmed Combat. Wights cannot be targeted with overbearing or grappling attacks, and do not use these tactics.

WILL–O–THE–WISP

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d3
SIZE	Small
ALIGNMENT	Chaotic evil
MOVE	180ft flying (AA:VI)
ARMOUR CLASS	–8 [28]
HIT DICE	9
MELEE ATTACKS	1 electric shock (2d8)
SENSES	Infravision 60ft
LAIR CHANCE	50%
INTELLIGENCE	Exceptional (15-16)
MORALE	90
LOOT	Cache 12
EXPERIENCE	1,400 +12/hp

Will-o-the-wisps are strange, fey creatures that resemble dancing lights or torches. Living in desolate and dangerous locations, they seek to draw unwary travellers into bogs or quicksand. If a will-o-the-wisp is clearly faced with death in combat, it will bargain the location of its treasure in exchange for freedom.

Immunities and Resistances

Magic Immunity. Will-o-the-wisps are immune to all spells with the exception of *protection from evil*, *magic missile*, and *maze*.

Special Attacks

Electric Shock. The will o the wisp can deliver its electric shock at a range of up to 10ft.

WOLF

	NORMAL	DIRE
FREQUENCY	Common	Rare
NO. ENCOUNTERED	3d10	3d4
SIZE	Small	Medium
ALIGNMENT	Neutral	Neutral
MOVE	180ft	180ft
ARMOUR CLASS	7 [13]	6 [14]
HIT DICE	2+2	3+3
MELEE ATTACKS	1 bite (1d4+1)	1 bite (2d4)
SENSES	Keen	Keen
LAIR CHANCE	10%	10%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	60	65
LOOT	Nil	Nil
EXPERIENCE	50 +2/hp	75 +3/hp

Wolves are predators that hunt in packs of up to 30. They are normally 26 to 30 inches tall at the shoulder, and males weigh 80 to 100 lbs. A wolf pack will encircle prey, seeking to attack from behind. Once a pack has identified possible prey, they usually (75%) follow the group, waiting for the chance to attack.

Dire wolves are massive wolves, prehistoric ancestors of the normal species. Like normal wolves, they hunt in packs and their howl has a 50% chance to panic herbivores such as horses.

Special Features

Howl. A wolf pack's howling may panic horses and other herbivores (50% chance per animal).

Unarmed Combat. Wolves cannot be targeted with grappling or overbearing attacks. They may choose to overbear a lone opponent. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +0/na.

Unarmed Combat. Dire wolves cannot be targeted with grappling or overbearing attacks. They may choose to overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +2/na.

WOLF, WINTER

FREQUENCY	Very rare
NO. ENCOUNTERED	2d4
SIZE	Large
ALIGNMENT	Neutral evil
MOVE	180ft
ARMOUR CLASS	5 [15]
HIT DICE	6
MELEE ATTACKS	1 bite (2d4)
SENSES	Keen
LAIR CHANCE	10%
INTELLIGENCE	Average (8-10)
MORALE	75
LOOT	Hoard 9
EXPERIENCE	245 +5/hp

The winter wolf is a large, intelligent, and bad-tempered predator which is found only in the cold wastes. Its coat is typically silver or ivory in colour, and its eyes are ice blue.

Their coats are worth 5,000 gold pieces.

Immunities and Resistances

Immune to Cold. The wolf is immune to cold attacks.

Vulnerability to Fire. Winter wolves take an extra point of damage on each die rolled for a fire-based attack (example: a 5HD fireball inflicts +5 fire damage, which is also regardless of the wolf’s saving throw).

Special Attacks

Breathe Frost. In addition to its bite, once every 10 rounds a winter wolf can breathe cold on all creatures within 10ft of its mouth. This icy breath causes 6d4 points of damage to the victim (half damage with a successful save vs. breath weapon).

Unarmed Combat. Winter wolves cannot be targeted with grappling or overbearing attacks. They may choose to overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +5/na.

Language

Winter wolves speak their own language, and are also able to talk to worgs.

WOLVERINE

	NORMAL	**GIANT**
FREQUENCY	Uncommon	Rare
NO. ENCOUNTERED	1	1
SIZE	Small	Medium
ALIGNMENT	Neutral evil	Neutral evil
MOVE	120ft	150ft
ARMOUR CLASS	5 [15]	4 [16]
HIT DICE	3	4+4
MELEE ATTACKS	2 claws (1d4) and 1 bite (1d4+1)	2 claws (1d6) and 1 bite (2d4)
SENSES	Standard	Standard
LAIR CHANCE	15%	15%
INTELLIGENCE	Semi- (2-4)	Semi- (2-4)
MORALE	60	70
LOOT	Nil	Nil
EXPERIENCE	125 +2/hp	235 +4/hp

Wolverines are deadly predators, resembling a cross between a huge weasel and a small bear. The creatures are just intelligent enough to be evil-aligned, and are intelligent enough to ambush prey.

Giant wolverines are massive cousins to the normal wolverine, but they do not differ in terms of special abilities.

Special Attacks

Blinding Musk Spray. Wolverines can spray musk in a 60ft cone, which necessitates a saving throw vs poison or the victim will be blinded for 1d8 hours. Regardless of the saving throw’s result, the strength and dexterity scores of anyone caught in a musk cloud will effectively be halved.

Improved Attack Roll. The savagery and speed of a wolverine grants them a +4 on all to-hit rolls.

Unarmed Combat. Wolverines cannot be targeted with grappling or overbearing attacks, and do not employ these tactics.

WORG

FREQUENCY	Rare
NO. ENCOUNTERED	3d4
SIZE	Large
ALIGNMENT	Neutral evil
MOVE	180ft
ARMOUR CLASS	6 [14]
HIT DICE	4+4
MELEE ATTACKS	1 bite (2d4)
SENSES	Keen
LAIR CHANCE	10%
INTELLIGENCE	Low (5-7)
MORALE	70
LOOT	Nil
EXPERIENCE	75 +3/hp

Worgs are evil wolves of great size. They often cooperate with goblin tribes. These malicious beasts stand 4ft to 5ft tall at the shoulder and may weigh as much as 600 to 700 lbs.

Unarmed Combat. Worgs cannot be targeted with grappling or overbearing attacks. They may choose to overbear. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/na. Overbear Results Mods: ATK/DEF +5/na.

Language

Worgs speak their own language, and that of goblins.

WRAITH

FREQUENCY	Uncommon
NO. ENCOUNTERED	2d6
SIZE	Medium
ALIGNMENT	Lawful evil
MOVE	120ft; 240ft flying (AA:IV)
ARMOUR CLASS	4 [16]
HIT DICE	5+3
MELEE ATTACKS	1 touch (1d6+level drain)
SENSES	Infravision 60ft
LAIR CHANCE	25%
INTELLIGENCE	Very (11-12)
MORALE	75
LOOT	Hoard 5
EXPERIENCE	550 +6/hp

Wraiths are insubstantial undead creatures that exist partially in the negative material plane, giving them the power to drain one level of experience when they score a hit upon an opponent. In sunlight, the wraith cannot drain levels. Wraiths are shadowy, man-like shapes, dark and indistinct.

Immunities and Resistances

Turned as Undead. Wraiths are turned as type 7 Undead.

Immune to Mundane Non-Silver Weapons. The wraith is immune to piercing, blunt, or cutting damage, unless the weapon causing that damage is magical or silver. Non-magical silver weapons inflict half damage.

Immune to Cold. Wraiths are immune to cold damage.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Special Attacks

Level Drain. With a successful hit, a wraith drains 1 level of experience from the target.

Unarmed Combat. Wraiths cannot be targeted with grappling or overbearing attacks, and do not employ these tactics.

WYVERN

FREQUENCY	Uncommon
NO. ENCOUNTERED	1d6
SIZE	Huge (30ft to 40ft long)
ALIGNMENT	Neutral evil
MOVE	60ft; 240ft flying (AA:III)
ARMOUR CLASS	3 [17]
HIT DICE	7+7
MELEE ATTACKS	1 bite (1d6) and 1 sting (2d8 +poison)
SENSES	Infravision 60ft
LAIR CHANCE	30%
INTELLIGENCE	Low (5-7)
MORALE	85
LOOT	Hoard 5
EXPERIENCE	850 +10/hp

Wyverns are distant cousins of dragons, extremely voracious but dull of intellect. They do not have front legs, and cannot attack effectively with their hind legs. In combat, wyverns rely on their bite and deadly poison stinger.

Special Attacks

Poison Sting. If the wyvern hits with its sting, the target must save vs poison or die.

X

XORN

FREQUENCY	Very rare
NO. ENCOUNTERED	1d4
SIZE	Medium
ALIGNMENT	Neutral
MOVE	90ft
ARMOUR CLASS	-2 [22]
HIT DICE	7+7
MELEE ATTACKS	3 claws (1d3) and 1 bite (6d4)
SENSES	Infravision 60ft
LAIR CHANCE	40%
INTELLIGENCE	Average (8-10)
MORALE	85
LOOT	Cache 1, 2, 3 (x5), 10, 11
EXPERIENCE	1,350 +10/hp

Xorn are bizarre creatures from the elemental planes of earth that eat precious metals and other minerals. They have a rock-like consistency, granting an extremely good armour class, and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies.

Surprise and Initiative

Surprise. Xorn surprise on a 1–5 on 1d6.

Immunities and Resistances

Immune to Fire and Cold. Xorn are immune to fire and cold damage.

Resistance (Electricity). Xorn take only half damage from electrical attacks (no damage when saving throws are successful).

Vulnerability to Earth Spells. Xorn are particularly vulnerable to spells that affect earth and stone. *Move earth* spells may be used to hurl a xorn backwards 30ft and stun them for a full round. *Stone to flesh* and *rock to mud* spells weaken the xorn's elemental structure, changing the creature's AC to 8 [12] until the xorn concentrates for a full round to readjust its composition. *Passwall* spells inflict 1d10+10 points of damage. In each case described above, the xorn receives no saving throw.

Special Features

Swim Through Stone. A xorn can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. A *phase door* spell will utterly destroy a xorn that is travelling through rock or readjusting its composition.

Unarmed Combat. Xorn cannot be targeted with grappling or overbearing attacks, and do not employ these tactics.

Y

YELLOWMUSK VINE

FREQUENCY	Rare
NO. ENCOUNTERED	1
SIZE	Large
ALIGNMENT	Neutral
MOVE	Nil
ARMOUR CLASS	7 [13]
HIT DICE	3
MELEE ATTACKS	Entwine
SENSES	Can sense living creatures within 10ft
LAIR CHANCE	100%
INTELLIGENCE	Non- (0)
MORALE	N/A (fights to the death)
LOOT	Nil
EXPERIENCE	75 +3/hp

A yellowmusk vine is a climbing plant with strikingly beautiful amber flowers like honeysuckle blooms. It doesn't need sunlight, instead drawing nutrients from decaying animals or plants.

A mature vine covers about 20 square feet, and has 2d6 blooms and 1d4 buds. It exudes a musky, heady perfume.

The plant begins its attack with a puff of pollen, causing prey to make contact, at which point the plant's melee attack can be used.

Immunities and Resistances

Climbing Plant. The vine can only be knocked prone by destroying the surface or structure it's growing on.

Mindless. The vine is immune to psychic damage and it can't be charmed or dominated.

No Back. The vine can't be backstabbed.

Plant Immunities. The vine doesn't need to eat, drink, sleep, or breathe as an animal would. Magic can't put it to sleep. Gases can't harm it, and it's immune to poison and disease.

Special Senses. Sight isn't the vine's primary sense. It can't be blinded.

Melee Attack

Entwine. When a creature touches the vine, the vine produces hundreds of leafy tendrils that wrap themselves around that creature. An entwined creature can blink and speak but can't move any other part of its body. Using this feature is the vine's action in combat. The entwined creature doesn't get a saving throw.

Implant Seed. If the vine has entwined at least one creature, then on its initiative score, the vine can try to implant a special seed into the skull of each creature it has entwined. Invasive tendrils probe into the entwined creatures' noses, eyes, mouths, ears, or other skull orifices. Each entwined creature temporarily loses 1d4 from its Intelligence score (roll separately for each affected creature). Using this feature is the vine's action in combat. The entwined creature does not get a saving throw.

If this damage reduces the creature to 0 Intelligence or below, that creature dies. If it reduces the creature to 1 or 2 Intelligence, that creature becomes an Amber Vine Zombie (no saving throw).

All lost intelligence is fully restored after a week's rest. It's also fully restored if the entwined creature receives magical healing.

Special

Puff of Pollen. When a human, humanoid, or demi-human comes within 10ft of the vine, the vine emits a puff of pollen at it. The target creature must attempt a saving throw vs spells and other magical effects, and must add its Wisdom saving throw modifier, if any, to this roll. Creatures that can't be charmed, and creatures that don't need to breathe, always pass their saving throw. If the creature passes, it ignores the puff of pollen. If it fails, it's enthralled.

While enthralled, on its initiative in combat the creature must move towards the vine as quickly and directly as it can. If it's grappled, it must try to escape. If a creature or object impedes its movement, it must walk around that creature or object, and if it can't, then it must attack that creature or object in melee, using all its attacks if it has several, and using a hand weapon if it has one. It can't take any other actions apart from these until the enthrallment ends.

When an enthralled creature reaches the vine, it must press itself against the vine's bark and then cease to act.

The enthrallment ends on the enthralled creature's initiative score when one or more of the following is true:

1. The yellowmusk vine has used Entwine on the creature.
2. The yellowmusk vine is dead.
3. The creature is both (a) at least 240ft away from the Yellowmusk Vine and (b) can't see it.
4. Someone has used a *cure disease*, *limited wish*, *restoration*, or *wish* spell to end the enthrallment.

Languages

None.

YELLOWMUSK VINE ZOMBIE

FREQUENCY	Rare
NO. ENCOUNTERED	1d3
SIZE	Medium
MOVE	60ft
ARMOUR CLASS	Naturally 8 [12], some wear armour
HIT DICE	2
MELEE ATTACKS	1 slam (1d8 blunt), or weapon
SENSES	Can sense living creatures within 10ft
LAIR CHANCE	100%
INTELLIGENCE	Non- (0)
MORALE	N/A (fights to the death)
LOOT	Nil
EXPERIENCE	40 +2/hp

Yellowmusk vine zombies are always human, demi-human, or humanoid. The zombie's skin has an amber hue, and its eyes are glazed and lifeless.

The vine zombie tries to bring creatures to the yellowmusk vine that spawned it. If the vine is attacked, the yellowmusk vine zombie will defend it. Yellowmusk zombies use whatever weapons and armour they had at the time of their conversion. They fight as 2 HD monsters with no ability score modifiers. They can't cast spells or use ranged weapons.

After about 2 months, the zombie wanders away from the parent plant to find a nice patch of soil in a likely spot, where it dies. A new yellowmusk vine sprouts from the corpse.

Despite their name, yellowmusk zombies aren't undead and can't be turned.

The only known way to cure a yellowmusk zombie is to kill the controlling creeper and cast both *Cure Disease* and *Heal* on the zombie. It takes the former zombie a month's convalescence to return to its pre-conversion self.

Immunities and Resistances

Mindless. The zombie is immune to psychic damage and it can't be charmed or dominated.

Plant. This creature doesn't need to eat, drink, sleep, or breathe as an animal would. Magic can't put it to sleep. Gases can't harm it, and it's immune to poison and disease.

Unarmed Combat. Yellowmusk vine zombies cannot be targeted with grappling or overbearing attacks, and do not employ these tactics.

YETI

FREQUENCY	Very rare
NO. ENCOUNTERED	1d6
SIZE	Large (8ft tall)
ALIGNMENT	Neutral
MOVE	150ft
ARMOUR CLASS	6 [14]
HIT DICE	4+4
MELEE ATTACKS	2 claws (1d6)
SENSES	Standard
LAIR CHANCE	10%
INTELLIGENCE	Average (8-10)
MORALE	70
LOOT	Hoard 4
EXPERIENCE	435 +5/hp

Yetis are tall and vaguely ape-like humanoids completely covered in thick white hair and weighing in at 300 lbs. They have ivory-clawed feet and hands, a mouthful of sharp fangs, and are known to crave the taste of human flesh. Yetis inhabit regions of ice and snow, generally in the cold regions of the world, but sometimes in areas with mountains high enough to stay snow-capped the year round. In spite of their appearance yetis are not albinos, they have eyes of pale blue or a very light, almost white, grey.

Though yetis have no real use for treasure, they do realise its worth to other beings and, as such, a random collection of coins and valuables can be found in their lairs.

Surprise and Initiative

Invisible at Distance. Because of their colouration and habitat, yetis are virtually invisible until within 20ft of their prey, though higher–level characters have a 10% chance per level of spotting one at normal viewing ranges.

Immunities and Resistances

Immune to Cold. Yetis are immune to cold damage.

Vulnerability to Fire. Because of their extreme adaptation to living in cold climates, yetis suffer 50% greater damage from fire damage (and heat).

Special Attacks

Squeeze. If a yeti strikes with a roll of a natural 20, it grabs and squeezes the target in its powerful arms, inflicting another 2d8 points of damage (1d8 points of damage from this attack are cold damage).

Gaze Attack. If surprised by a yeti, an adventurer must roll a saving throw vs paralysis. Failing the save means they inadvertently looked into the creature's eyes and are struck with intense fright, unable to move or react during 2 surprise segments. The yeti hits automatically with its attacks (and automatically squeezes) in these two segments. The gaze has no effect if the opponents are not surprised.

Unarmed Combat. Yetis may engage in grappling or overbearing attacks. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +10/-10. Overbear Results Mods: ATK/DEF +3/-3. Grappling Result Mods: ATK/DEF +2/-2.

Z

ZOMBIE

	ZOMBIE	MONSTER ZOMBIE
FREQUENCY	Rare	Very rare
NO. ENCOUNTERED	3d8	1d6
SIZE	Medium	Large
ALIGNMENT	Neutral	Neutral
MOVE	60ft	90ft
ARMOUR CLASS	8 [12]	6 [14]
HIT DICE	2	6
MELEE ATTACKS	1 strike (1d8)	1 attack (2d8)
SENSES	Infravision 60ft	Infravision 60ft
LAIR CHANCE	Nil	Nil
INTELLIGENCE	Non- (0)	Non- (0)
MORALE	N/A	N/A
LOOT	Nil	Nil
EXPERIENCE	30 +1/hp	145+6/hp

Zombies are the risen corpses of the dead. In many cases they have been animated by a powerful spell caster, though sometimes zombies rise from other supernatural influences. Once they begin to attack, they never flee unless turned by a cleric.

Monster zombies are the animated corpses of larger humanoid monsters such as bugbears, ettins or ogres. They are harder for a cleric to turn than a normal zombie.

Surprise and Initiative

Slow. These creatures shuffle slowly into combat; they are always the last creatures to attack in a melee round regardless of initiative rolls.

Immunities and Resistances

Turned as Undead. Normal zombies are turned as type 2 Undead. Monster zombies are turned as type 6 Undead.

Immune to Cold. Zombies are immune to cold damage.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Unarmed Combat. Zombies can be targeted with grappling and overbearing attacks (they do not initiate them, but if you want to grapple, it will grapple you right back). They do not suffer temporary damage, so this isn't a winning strategy. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +4/-4. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

ZOMBIE, JUJU

FREQUENCY	Very rare
NO. ENCOUNTERED	1d6
SIZE	Medium
ALIGNMENT	Neutral (evil)
MOVE	90ft
ARMOUR CLASS	6 [14]
HIT DICE	3+12hp
MELEE ATTACKS	1 strike (2d6+1)
SENSES	Infravision 60ft
LAIR CHANCE	Nil
INTELLIGENCE	Low (5-7)
MORALE	N/A
LOOT	Nil
EXPERIENCE	115 +4/hp

Juju zombies are a particularly powerful type of zombie created by foul magics different from the normal means of creating zombies. Their eyes glow with a hellish light because they are “powered” by the negative material planes, but otherwise they resemble ordinary zombies.

Immunities and Resistances

Turned as Undead. Juju Zombies are turned as type 9 Undead.

Immune to Mundane Weapons. The juju zombie is immune to piercing, blunt, or cutting damage, unless the weapon causing that damage is magical. Magic piercing or blunt weapons do half damage, although magic slashing weapons do full damage.

Immunities. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by illusions, cold, electricity, sleep, gases, poison, or disease.

Resistance (Fire). Fire damage does only half damage to juju zombies.

Special Features

Climbing. Juju zombies climb as a thief, with a 96% chance of success.

Special Attacks

Uncanny Combat Abilities. Juju zombies attack as a 6HD monster.

Ranged Weapons. Juju zombies can attack with missile weapons.

Unarmed Combat. Juju Zombies can be targeted with grappling and overbearing attacks (they do not initiate them, but if you want to grapple, they will grapple you right back). They do not suffer temporary damage, so this isn’t a winning strategy. If not fended off, they score an unarmed hit with a 2+ on 1d20. Hit Mods: ATK/DEF +6/-6. Overbear Results Mods: ATK/DEF +0/-0. Grappling Result Mods: ATK/DEF +0/-0.

MONSTERS

Achaiyerai 88
Aerial Servant 88
Al-Mi’raj 89
Aluu-Demon (Half-Demon) 124
Animated Object 89
Ankheg 90
Annis Hag 91
Ant, Giant 92
Ape 93
Assagim (Nipheribu, Nuperibbo) 131
Aurumvorax 94
Axe Beak (Phorusrhacid) 95
Azer 95
Babau 125
Babbler 96
Baboon 96
Badger 97
Bandit (Brigand) 181
Banshee (Groaning Spirit) 97
Barbed Devil 132
Barracuda 98
Basilisk 98
Bat 98
Bat, Mobat 99
Batrachian 100
Bearded Devil 132
Bear, Greater 101
Bear, Lesser 101
Bee, Giant (Bumblebee) 102
Bee, Giant (Honeybee) 102

Beetles, Giant 103
Behir 104
Berserker 182
Bird of Prey 105
Blindheim 105
Blink Dog 106
Boar 106
Boar, Warthog 107
Bone Devil 133
Brownie 107
Buccaneer (Pirate) 182
Bugbear 108
Bulette 108
Camel 109
Carbuncle 109
Carcass Creeper 109
Caryatid Column 110
Cat 110
Caterwaul 111
Cattle 112
Caumbion 126
Caveman 183
Centaur 112
Centipede, Giant 113
Ceratopsians 142
Chimera 114
Class A Demon (Vrock) 121
Class B Demon (Hezrou) 121
Class C Demon (Glabrezu) 122
Class D Demon (Nalfeshnee and others) 122
Class E Demon (Marilith and others) 123
Class F Demon (Balor and others) 123
Cockatrice 114
Coffer Corpse 115
Couatl 115
Crabman 116
Crocodile 116
Crustacean, Giant 117
Crypt Thing 117
Cyclops 118
Dakon 118
Dark Creeper 119
Dark Stalker 119
Disenchanter 146
Djinn (Genie) 146
Dog 147
Doppelgänger 148
Dracolisk 148
Dragon, Black 150
Dragon, Blue 150
Dragon, Brass 151
Dragon, Bronze 151
Dragon, Copper 152
Dragon, Gold 152
Dragon, Green 153
Dragon, Red 153
Dragon, Silver 154
Dragon Turtle 155
Dragon, White 154
Dretch 126
Dryad 155
Dwarf 156
Eel, Giant 156
Efreet 157
Ekivu (Fly Demon) (Khasme) 127
Elemental 158
Elephant 160
Elf 160
Erinyes 133
Ettercap 161
Ettin 161
Executioner’s Hood 162
Eye of the Deep 162
Fish, Giant 163
Flind 171
Fly, Giant 163
Flying Dinosaurs 145
Frog, Giant 164
Fungi, Violet 164
Gargoyle 165
Gelatinous Cube 165
Ghast 166
Ghost 166
Ghoul 167
Giant, Cloud 168
Giant, Fire 169

Giant, Frost 169
Giant, Hill 170
Giant, Stone 170
Giant, Storm 170
Gnoll 171
Gnome 172
Goblin 172
Gorgon 175
Grey Ooze 175
Griffon 176
Grimlock 176
Hadrosaurids 141
Halfling 177
Harpy 177
Hellcat (Devilcat) 134
Hell Hound 178
Hippocampus 180
Hippogriff 178
Hippopotamus 180
Hobgoblin 178
Homunculus 179
Horned Devil 135
Horse 180
Hydra 186
Hyena 187
Ice Devil (Greater Devil) 135
Imp (Lesser Devil) 136
Invisible Stalker 187
Jackal 188
Jackalwere 188
Kobold 189
Kraken 189
Lamia 190
Lammasu 191
Larval Fiend 191
Leech, Giant 191
Lemure (Least Devil) 137
Leprechaun 192
Lich 192
Lion 193
Lizard, Giant 196
Lizard Man 197
Locathah 198
Lurker Above 198
Lycanthrope 194
Lynx, Giant 199
Manalishi (Lesser Devil; Scaly Devil, Abyssai) 137
Manis 127
Manticore 199
Marine Dinosaurs 144
Medusa 200
Mephit 200
Merchant 185
Merman 202
Minotaur 203
Mould 203
Mounted Nomads 184
Mule 204
Mummy 204
Mystic Nomad 184
Naga 205
Necrophidius 206
Nereid 207
Night Hag 207
Nightmare 208
Nixie 208
Nymph 209
Octopus, Giant 210
Ogre 210
Orc 211
Other Dinosaurs I 143
Other Dinosaurs II 143
Otyugh 213
Owlbear 212
Pegasus 213
Phase Cat (Coeurl) 214
Piercer 214
Pilgrim 185
Pit Fiend (Greater Devil) 139
Pixie 215
Poltergeist 215
Portuguese Man O’ War, Giant 216
Pseudo-Dragon 216
Purple Worm 217
Quasit 128
Rakshasa 217

Rat, Giant 218
Remorhaz 218
Rhinoceros 219
Roc 219
Roper 219
Rot Grub 221
Rust Monster 221
Sahuagin 222
Satyr (Faun) 223
Sauropods 141
Scorpion, Giant 224
Sea Hag 224
Seahorse, Giant 226
Sea Lion 225
Sea Serpent 225
Shadow 226
Shaitan (Greater Devil; Styx Fiend) 138
Shambling Mound 226
Shark 227
Shedu 227
Shrieker 228
Shub (Rutterkith) 129
Skeleton 228
Skeleton Warrior 229
Slime, Green 230
Slithering Tracker 229
Slug, Giant 230
Snake, Giant 231
Spectre 232
Sphinx, Andro- 232
Sphinx, Crio– 233
Sphinx, Gyno– 233
Sphinx, Hieraco– 233
Spider, Giant 234
Spider, Giant Water 235
Spider, Phase 235
Spiked Devil (Least Devil; Spined Fiend) 138
Sprite 235
Squid, Giant 236
Stirge 236
Stunjelly 237
Succubus/Incubus 129
Sylph 237
Tick, Giant 238
Tiger 238
Titan 239
Titanothere 239
Toad, Giant 240
Trapper 240
Treant 240
Tree, Animated 241
Tribal Warriors 183
Triton 241
Troglodyte 242
Troll 242
Troll, Giant 243
Troll, Giant Two–Headed 243
Troll, Ice 244
Troll, Spectral 244
Turtle, Giant 245
Tyrannosaurids and Allosaurids 140
Uduk (Bar-Igura) 130
Unicorn 245
Vampire 246
Vilstraak 247
Volt 247
Vulchling 248
Walrus 248
Wasp, Giant 248
Weasel, Giant 249
Whale 249
Wight 249
Will–o–the–Wisp 250
Wolf 250
Wolf, Winter 251
Wolverine 251
Worg 252
Wraith 252
Wyvern 252
Xorn 253
Yellowmusk Vine 253
Yellowmusk Vine Zombie 254
Yeti 255
Zombie 255
Zombie, Juju 256

CHAPTER ELEVEN: CREATING YOUR OWN MONSTERS

The elements of a monster description are found in **Sections 2.10.1 and 2.10.2.**

Saving throw and to-hit information are found in **Section 2.1.2 and 2.1.3.**

Experience point values are found in **Section 2.1.4.**

TABLE 2.11A: CALCULATING A MONSTER'S "LEVEL"

MONSTER LEVEL	BASE EXPERIENCE VALUE
1	20 xp or below
2	21–60
3	61–150
4	151–275
5	276–500
6	501–1,100
7	1,101–3,000
8	3,001–5,250
9	5,251–10,000
10	10,001 or higher

This table is used to calculate the Monster Level for purposes of Table 2.7.3.1a: Monster Sub-Table Matrix. It is used as a rough-and-ready gauge of the monster's difficulty level

PART THREE: TREASURE

CHAPTER TWELVE: TREASURE AND LOOT CLASSES

In OSRIC, “treasure” comprises maps, coin, gemstones, jewellery, and magic items. In many cases, treasure will come from monsters the characters defeat. However, it may also be found in dungeons in other circumstances, either unguarded (rarely!) or protected by a trick or trap.

This chapter contains systems for randomly determining treasure. The GM should employ these systems with care and thought, and the general principle should be that any treasure awarded reflects the difficulty in obtaining it—so, for example, if the dice show that a small sickly rat or kobold in the upper dungeon levels possesses some enormously valuable treasure such as a great jewel or major magic item, the GM should give thought to reducing the award!

There is no duty on the GM to award treasure for each and every challenge the party might overcome. Some monsters, particularly wandering monsters, should have no treasure at all! Likewise some tricks or traps may not be associated with any reward to the party.

Give thought to how an intelligent monster protects its treasure. As a rule, treasure will be carried on a creature’s person if it can use it (or might need to use it) at short notice, but treasure not immediately needed will be concealed somewhere.

If a dungeon treasure is associated with no particular creature, the following table may be used to determine its nature:

TABLE 2.12A: UNOWNED TREASURE

D100	TREASURE
01–35	1,500 cp per dungeon level
36–65	750 sp per dungeon level
66–80	250 gp per dungeon level
81–90	100 pp per dungeon level
91–95	1d3 gems per dungeon level
96–97	1 piece of jewellery per dungeon level
98–00	1 magic item (1d2 items below dungeon level 6)

(For fully randomly–generated dungeons using Section 2.7.1: *Random Dungeon Generation*, Table D-12 in that section should be used instead.)

2.12.1. LOOT CLASSES

For any Loot Class, roll for the chance of each type of treasure. You may get several different types, and it’s possible that a monster has no treasure at all, if all the die rolls fail.

The chance to have each type of treasure is rolled on a d100. If the die roll is equal to or less than the percentage chance, the treasure is present in the hoard.

Example: For a Hoard 1 treasure, you roll 1d100 to check for copper pieces. If the result is 01-25, then there are 1d6 x1000 copper pieces, and if the result is 26-00, there are no copper pieces in the treasure. Whether or not there are copper pieces, you still continue to the next line, silver pieces. Roll 1d100 to check for silver pieces. If the result is 01-30, then there are 1d6 x1000 silver pieces in addition to any copper pieces you rolled earlier. Then you proceed to check for electrum pieces (worth half a gold piece each). You continue all the way through, checking each type. Gems may be generated in Section 2.12.4, jewellery in Section 2.12.5, and magic items in Chapter Thirteen.

2.12.1.A. HOARD 1

25% chance: 1d6 x1000 cp

30% chance: 1d6 x1000 sp

35% chance: 1d6 x1000 ep

40% chance: 1d10 x1000 gp

25% chance: 1d4 x100 pp

60% chance: 4d10 gems

60% chance: 3d10 pieces of jewellery

30% chance: 3 magic items (any type)

2.12.1.B. HOARD 2

50% chance: 1d8 x1000 cp

25% chance: 1d6 x1000 sp

25% chance: 1d4 x1000 ep

25% chance: 1d3 x1000 gp

30% chance: 1d8 gems

20% chance: 1d4 pieces of jewellery

10% chance: 1 magic item (sword, armour, or weapon)

2.12.1.C. HOARD 3

20% chance: 1d12 x1000 cp

30% chance: 1d6 x1000 sp

10% chance: 1d4 x1000 ep

25% chance: 1d6 gems

20% chance: 1d3 pieces of jewellery

10% chance: 2 magic items (any type)

2.12.1.D. HOARD 4

10% chance: 1d8 x1000 cp

15% chance: 1d12 x1000 sp

15% chance: 1d8 x1000 ep

50% chance: 1d6 x1000 gp

30% chance: 1d10 gems

25% chance: 1d6 pieces of jewellery

15% chance: 1 potion and 2 other magic items (any type)

2.12.1.E. HOARD 5

5% chance: 1d10 x1000 cp

25% chance: 1d12 x1000 sp

25% chance: 1d6 x1000 ep

25% chance: 1d8 x1000 gp

15% chance: 1d12 gems

10% chance: 1d8 pieces of jewellery

25% chance: 1 scroll and 3 other magic items (any type)

2.12.1.F. HOARD 6

10% chance: 1d20 x1000 sp

15% chance: 1d12 x1000 ep

40% chance: 1d10 x1000 gp

35% chance: 1d8 x100 pp

20% chance: 3d10 gems

10% chance: 1d10 pieces of jewellery

30% chance: 1 potion, 1 scroll, and 3 other magic items (any type other than sword or miscellaneous item)

2.12.1.G. HOARD 7

50% chance: 10d4 x1000 gp

50% chance: 1d20 x100 pp

30% chance: 5d4 gems

25% chance: 1d10 pieces of jewellery

35% chance: 1 scroll, 4 other magic items (any type)

2.12.1.H. HOARD 8

25% chance: 5d6 x1000 cp

40% chance: 1d100 x1000 sp

40% chance: 10d4 x1000 ep

55% chance: 10d6 x1000 gp

25% chance: 5d10 x100 pp

50% chance: 1d100 gems

50% chance: 10d4 pieces of jewellery

15% chance: 1 potion, 1 scroll, and 4 other magic items

2.12.1.I. HOARD 9

30% chance: 3d6 x100 pp

55% chance: 2d10 gems

50% chance: 1d12 pieces of jewellery

15% chance: 1 magic item (any type)

2.12.1.J. INDIVIDUAL 1

3d8 cp each

2.12.1.K. INDIVIDUAL 2

3d6 sp each

2.12.1.L. INDIVIDUAL 3

2d6 ep each

2.12.1.M. INDIVIDUAL 4

2d4 gp each

2.12.1.N. INDIVIDUAL 5

1d6 pp each

2.12.1.O. CACHE 1

25% chance: 1d4 x1000 cp

20% chance: 1d3 x1000 sp

2.12.1.P. CACHE 2

30% chance: 1d6 x1000 sp

25% chance: 1d2 x1000 ep

2.12.1.Q. CACHE 3

50% chance: 1d4 gems

2.12.1.R. CACHE 4

40% chance: 2d4 x1000 gp

50% chance: 10d6 x100 pp

55% chance: 4d8 gems

45% chance: 1d12 pieces of jewellery

2.12.1.S. CACHE 5

40% chance: 2d4 potions

2.12.1.T. CACHE 6

50% chance: 1d4 scrolls

2.12.1.U. CACHE 7

90% chance: 1d8 x10 gems

80% chance: 5d6 pieces of jewellery

70% chance: 1 ring, 1 wand, 1 miscellaneous magic item, 1 magic armour, 1 magic sword, 1 miscellaneous magic weapon

2.12.1.V. CACHE 8

85% chance: 2 rings, 2 wands, 2 miscellaneous magic items, 2 magic armour, 2 magic swords, 2 miscellaneous magic weapons

2.12.1.W. CACHE 9

60% chance: 5d6 x1000 gp

15% chance: 1d8 x100 pp

60% chance: 1d8 x10 gems

50% chance: 5d8 pieces of jewellery

55% chance: 1 map

2.12.1.X. CACHE 10

60% chance: 1 potion and 1 miscellaneous magic item

2.12.1.Y. CACHE 11

70% chance: 2d6 x1000 gp

2.12.1.Z. CACHE 12

20% chance: 1d3 x1000 cp

25% chance: 1d4 x1000 sp

25% chance: 1d4 x1000 ep

30% chance: 1d4 x1000 gp

30% chance: 1d6 x100 pp

55% chance: 1d6 x10 gems

50% chance: 5d6 pieces of jewellery

50% chance: 3 magic items (any type)

2.12.2. MAPS

Maps do not feature in the random tables because you would need to prepare them in advance (frustrating!); they should appear in hand–crafted areas rather than randomly–rolled ones. They are, nevertheless, valuable treasure to a clever player character. A map could indicate the location of a treasure outside the dungeon, thus becoming an adventure in its own right—or it could not show a treasure at all, but indicate where a powerful vampire lairs, or the location of a particularly fiendish trap, in which case it will still be of value to the party.

Maps can be literal maps or charts where “X” marks the spot, but they do not need to be. A note that says “The wand is lost—I dropped it somewhere in the sewers” or “The ***Shield of Shadows*** must lie beyond the Green Portal” is a minor map of sorts.

2.12.3. COIN

Coin is the simplest type of treasure, but should still be awarded intelligently. OSRIC coins are heavy, and weight is a significant drawback if the players locate a substantial sum in copper or silver. Making decisions about heavy but less-valuable treasure becomes important at higher level.

In an upper dungeon level, few treasures should consist of gold without silver or copper, or platinum without gold and silver, so if the dice indicate 500 gp on dungeon level 2, the GM might prefer to award 200 gp, 2,000 sp and 10,000 cp instead. In deeper dungeon levels, copper and silver will be relatively less frequent, although successful players will still have enormous piles of them on their hands.

There is no particular reason why coin should be awarded in round numbers; if the dice indicate 6,000 cp, you can decide there are 5,573 or 6,281 of them. Some GMs prefer the round numbers, others hate them.

Consider adding flavour by having some alternative monetary systems, such as ancient coins from a previous empire, that do not convert to the standard coin types of your campaign on a 1:1 basis. In such cases the player characters will need to pay conversion costs, perhaps to the local money changers (a good reason to go to a city!).

2.12.4. GEMSTONES

2.12.4.1. VALUE OF A GEM

Gems are not usually "balanced" for value in a randomly determined treasure. There is a chance that a minor monster (particularly with a Cache 3 Treasure) might have a gem worth 5,000 gp.

When you need to determine the value of a gem, use the following table:

TABLE 2.12.4A: GEMSTONE VALUE

D100	VALUE (GP)	AVERAGE VALUE (GP)	DESCRIPTION
01–30	4d4	10	Ornamental Stone
31–55	2d4×10	50	Semi-Precious Stone
56–75	4d4×10	100	Fancy Stone
76–90	2d4×100	500	Precious Stone
91–99	4d4×100	1,000	Gem
00	2d4×1,000	5,000	Jewel

Gems can be increased in value by a gemcutter. See Table 2.2.2g: *Gemcutters.*

2.12.4.2. GEM TYPES, BY VALUE

When describing gems to the players, all they will usually know is the "type" of gem: a piece of lapis lazuli versus a blue diamond.

Ornamental: Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye; turquoise; freshwater pearl.

Semi-Precious: Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon.

Fancy: Amber; amethyst; chrysoberyl; coral; red or brown–green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red–brown or deep green spinel; tourmaline.

Precious: Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz.

Gem: Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby.

Jewel: Clearest bright green emerald; blue–white, canary, pink, brown, or blue diamond; jacinth.

2.12.5. JEWELLERY

Where the GM wishes to determine the nature of a piece of jewellery, Table 2.12.5a may be used. Roll d100 to determine the *form* of the jewellery (whether the players have found a goblet or a ring, for example), and a d10 to determine its *composition* (whether it be plain silver or gem–encrusted gold, for example).

Example: A die roll of 09 (Belt) and 10 (silver and gems, when checking a belt) means that the piece of jewellery is a silver belt studded with gems, worth a total of 5d6 x100 gp.

As with gems, the value of jewellery is not adjusted up or down based on the difficulty level of the monster that owned it. A weak monster might be in possession of a highly valuable piece of jewellery.

TABLE 2.12.5A: JEWELLERY TYPE AND VALUE

Roll D100 and D10 together

D100	ITEM	SILVER (1D10) ×100 GP	SILVER & GOLD (2D6) ×100 GP	GOLD (3D6) ×100 GP	SILVER & GEMS (5D6) ×100 GP	GOLD & GEMS (2D4) ×1,000 GP	EXCEPTIONAL (2D6) ×1,000 GP
01–03	Amulet	1–4	5–7	8–9	10	—	—
04	Anklet	1–3	4–6	7–8	9	10	—
05–07	Arm–ring	1–4	5–6	7–8	9	10	—
08–10	Belt	1–4	5–6	7–8	9–10	—	—
11–12	Box	1–4	5–7	8–9	10	—	—
13–17	Bracelet	1–3	4–6	7–8	9	10	—
18–20	Brooch	1–3	4–6	7–8	9	10	—
21–23	Buckle	1–4	5–7	8–9	10	—	—
24–25	Chain	1–4	5–7	8–9	10	—	—

TABLE 2.12.5A: JEWELLERY TYPE AND VALUE CONTINUED

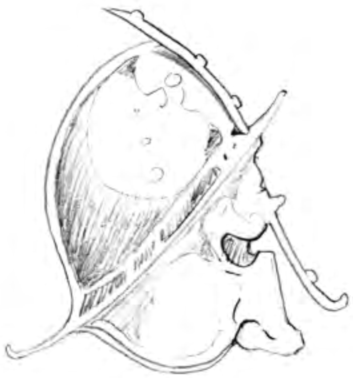
D100	ITEM	SILVER (1D10) ×100 GP	SILVER & GOLD (2D6) ×100 GP	GOLD (3D6) ×100 GP	SILVER & GEMS (5D6) ×100 GP	GOLD & GEMS (2D4) ×1,000 GP	EXCEPTIONAL (2D6) ×1,000 GP
26–27	Chalice	1–3	4–6	7–8	9	10	
28–30	Choker	1–4	5–7	8–9	10		
31–32	Clasp	1–4	5–6	7–8	9–10		
33–35	Comb	1–3	4–6	7–8	9	10	
36–37	Coronet	1	2	3–4	5–8	9	10
38	Crown	1	2	3	4	5–7	8–10
39–40	Diadem	1–3	4–6	7–8	9	10	
41–46	Earring	1–3	4–6	7–8	9	10	
47–49	Goblet	1–3	4–6	7–8	9	10	
50–51	Idol	1–2	3–4	5–7	8–9	10	
52–54	Knife	1–4	5–7	8–9	10		
55–58	Locket	1–3	4–5	6–7	8–9	10	
59–60	Medal	1–4	5–7	8–10			
61–64	Medallion	1–3	4–6	7–9	10		
65–69	Necklace	1–3	4–6	7–8	9	10	
70–73	Pendant	1–3	4–6	7–8	9	10	
74–77	Pin	1–3	4–6	7–8	9	10	
78	Orb	1	2	3	4–5	6–8	9–10
79–87	Ring	1–3	4–6	7–8	9	10	
88	Sceptre	1	2	3	4–5	6–8	9–10
89–92	Seal	1–4	5–7	8–9	10		
93–94	Statuette	1–3	4–6	7–8	9	10	
95	Tiara	1–3	4–6	7–8	9	10	
96–97	Toe–ring	1–3	4–6	7–8	9	10	
98–00	Weapon–hilt	1–3	4–6	7–8	9	10	

Note: The description of the item as “silver”, “gold”, etc. is a guideline and the GM should interpret it to represent a broad category of value rather than its literal composition. A gold item could actually be high–quality filigree silver, ivory, or even enamelled bronze of superb workmanship. “Exceptional” quality may mean that the item is fashioned of platinum, mithril or some other extremely rare and valuable substance, or it may simply mean a very fine example of gem–encrusted gold.

The appraisal of jewellery is a complex and difficult skill. Gnomes frequently have the best eye for these matters, although thieves, assassins and dwarfs may also be able to hazard a guess. The GM should allow a possibility (depending on the circumstances) that a character may seriously underestimate or overestimate an object’s value. For example, a gnomish thief assessing a silver ring might be accurate 99 times out of 100, but a dwarfish fighter assessing an exceptional orb might only have a 25% chance of doing so accurately.

If the players appraise the value of the jewellery incorrectly, they will more than likely be fleeced when attempting to re–sell.

CHAPTER THIRTEEN: MAGIC ITEMS



2.13.1. MAGIC ITEMS

Random determination of magic items needs to be tempered with GM judgment and discretion. Lucky (or very unlucky) rolls on the treasure table should not be permitted to unbalance the game, and the GM should ensure that the party's power remains in proportion to their level of experience.

The various Loot Types specify magic items by type, but some call for a "magic item (any type)". For these, or if you need to generate a magic item that might be of any type, begin with Table 2.13.1a: *Determining Type of Magic Item*.

TABLE 2.13.1A: DETERMINING TYPE OF MAGIC ITEM

D20	RESULT
01–03	Armour or Shield. Proceed to Table 2.13.1B: *Armour and Shield Type*
04–06	Miscellaneous Magic. Proceed to Table 2.13.P
07–09	Miscellaneous Weapons. Proceed to Table 2.13.D: *Miscellaneous Weapons Type*
10–13	Potions. Proceed to Table 2.13.1F: *Potion Properties*
14	Rings. Proceed to Table 2.13.G: *Ring Properties*
15	Rods, Staves and Wands. Proceed to Table 2.13.1H: *Rods, Staves and Wands Properties*
16–18	Scrolls. Proceed to Table 2.13.1I: *Scroll Type*
19–20	Swords. Proceed to Tables 2.13.1L and M

TABLE 2.13.1B: ARMOUR AND SHIELD TYPE

Armour and Shield Table 1—form

D20	RESULT	BASE VALUE (GP)
01	Banded	4,000
02–04	Roll d100: (01–90): Chain Mail; (91–00): Elfin Chain	3,500 Chain mail; 5,500 Elfin Chain
05–06	Leather	2,000
07–09	Plate Mail	5,000
10	Ring Mail	2,500
11–12	Splinted	4,000
13–14	Scale Mail	3,000
15	Studded Leather	2,250
16–20	Shield	2,500

After generating a result for armour or shield type, roll on Table 2.13.1c: *Armour and Shield Properties*.

TABLE 2.13.1C: ARMOUR AND SHIELD PROPERTIES

D20	RESULT	VALUE MODIFIER
01–10	+1	×1
11–15	+2	×2
16	+3	×3
17	Roll d100: (01–65): +4; (66–00): +5	×4 ×5
18	Cursed (see Section 2.13.10)	—
19–20	Special (see Section 2.13.5)	Variable

Multiply the base value from Table 2.13.1b: *Armour and Shield Type* by the Value Modifier in Table 2.13.1c: *Armour and Shield Properties* to determine the item's sale value. XP value is one-tenth the gold piece value if a character keeps the item (see Section 2.1.4. *Awarding Experience*).

TABLE 2.13.1D: MISCELLANEOUS WEAPONS TYPE

D20	RESULT
1–3	Arrow
4–5	Axe
6	Bolt
7	Roll 1d100: (01–50): Bow; (51–00): Crossbow
8–11	Dagger
12	Flail
13	Hammer
14	Javelin
15–16	Mace
17	Roll 1d100: (01–33): Military Pick; (34–66): Morning Star; (67–00): Pole Arm
18	Staff
19	Spear
20	Roll 1d100: (01–50): Trident; (51–00): Sling

After generating a result on this table, proceed to Table 2.13.1e: *Miscellaneous Weapons Properties*.

TABLE 2.13.1E: MISCELLANEOUS WEAPONS PROPERTIES

D20	RESULT	VALUE (GP)
01–10	+1	2,000
11–15	+2	8,000
16	+3	18,000
17	Roll 1d100: (01–65): +4; (66–00): +5	32,000 (+4); 50,000 (+5)
18	Cursed (see 2.13.10)	—
19–20	Special (see Table 2.13.1o)	Variable

TABLE 2.13.1F: POTION PROPERTIES

D20	RESULT	VALUE (GP)
01	Roll 1d100: (01–50): Animal Control; (51–00): Clairaudience	400 400
02	Roll 1d100: (01–50): Clairvoyance; (51–00): Climbing	500 500
03	Roll 1d100: (01–50): Cursed; (51–00): Delusion	— 150
04	Roll 1d100: (01–65): Diminution; (66–00): Dragon Control	500 see entry
05	ESP	850
06	Roll 1d100: (01–35): Extra–Healing; (36–00): Fire Resistance	800 400
07	Roll 1d100: (01–50): Flying; (51–00): Gaseous Form	750 400
08	Roll 1d100: (01–50): Giant Control; (51–00): Giant Strength	see entry see entry
09	Growth	300
10	Healing	400
11	Roll 1d100: (01–50): Heroism; (51–00): Human Control	500 900
12	Roll 1d100: (01–50): Invisibility; (51–00): Invulnerability	500 500
13	Roll 1d100: (01–50): Levitation; (51–00): Longevity	400 1,000
14	Roll 1d100: (01–50): Oil of etherealness; (51–00): Oil of Slipperiness	1,500 750
15	Roll 1d100: (01–50): Philtre of Love; (51–00): Philtre of Persuasiveness	300 850
16	Roll 1d100: (01–65): Plant Control; (66–00): Polymorph	300 350
17	Roll 1d100: (01–50): Speed; (51–00): Super–Heroism	450 750
18	Sweet Water	250
19	Roll 1d100: (01–75): Treasure Finding; (76–00): Undead Control	2,000 2,500
20	Water Breathing	900

For descriptions of potions, turn to Section 2.13.2: *Potions.*

TABLE 2.13.1G: RING PROPERTIES

D20	RESULT	VALUE (GP)
01	Charisma	10,000
02–03	Feather Falling	5,000
04	Fire Resistance	5,000
05	Free Action	5,000
06	Genie Summoning	20,000
07	Invisibility	7,500
08–12	Roll 1d100: (01-90): Protection; (91-00): Cursed	see entry (nil if cursed)
13	Roll 1d100: (01–25): Regeneration; (25–00): Spell Storing	40,000 25,000
14	Spell Turning	17,500
15	Swimming	5,000
16	Roll 1d100: (01–50): Telekinesis; (51–00): Three Wishes	10,000 15,000
17	Warmth	5,000
18–19	Water Walking	5,000
20	Wizardry	50,000

Determine the ring's appearance, apparent gold piece value, and gemstone (if any) using the jewellery table. For descriptions of ring types, turn to Section 2.13.9: *Rings*. Cursed rings are addressed in Section 2.13.10: *Cursed Items*.

TABLE 2.13.1H: RODS, STAVES & WANDS PROPERTIES

D20	RESULT	VALUE (GP)
01	Rod of Absorption	40,000
02–03	Rod of Cancellation	15,000
04	Roll 1d100: (01–25): Rod of Captivation; (26–75): Rod of Lordly Might; (76–00): Rod of Resurrection	30,000 20,000 35,000
05	Roll 1d100: (01–50): Rod of Rulership; (51–00): Rod of Striking	35,000 15,000
06	Roll 1d100: (01–50): Staff of Compulsion; (51–00): Staff of Healing	25,000 25,000
07	Roll 1d100: (01–25): Staff of Power; (26–00): Staff of the Serpent	60,000 35,000
08	Roll 1d100: (01–75): Staff of Withering; (76–00): Staff of Wizardry	35,000 75,000
09	Wand of Detecting Magic	25,000
10	Wand of Detecting Minerals & Metals	7,500
11	Wand of Detecting Traps & Secret Doors	40,000
12	Wand of Enemy Detection	10,000
13	Roll 1d100: (01–50): Wand of Fear; (51–00): Wand of Fire	15,000 25,000
14	Roll 1d100: (01–50): Wand of Ice; (51–00): Wand of Light	50,000 10,000
15	Roll 1d100: (01–50): Wand of Illusion; (51–00): Wand of Lightning	20,000 30,000
16	Wand of Magic Missiles	35,000
17	Wand of Negation	15,000
18	Wand of Paralysation	25,000
19	Wand of Polymorphing	25,000
20	Roll 1d100: (01–50): Wand of Summoning; (51–00): Wand of Wonder	10,000 10,000

TABLE 2.13.1I: SCROLL TYPE

D20	RESULT
01–12	Spell (see Table 2.13.1j)
13–19	Protection (see Table 2.13.1k)
20	Cursed (see Table 2.13.10)

TABLE 2.13.1J: SPELL SCROLLS

D20	RESULT	VALUE (GP)
01–03	Cleric	300/level
04–05	Druid	300/level
06–07	Illusionist	300/level
08–20	Magic User	300/level

Spells scrolls contain 1d4 spells. Roll independently for each spell. Note that the "too high level" is treated differently for the two higher rolls on the following table.

TABLE 2.13.1J.1: SPELL LEVELS ON A SCROLL

D10	SPELL LEVEL
1-3	1d3
4-5	1d4
6-7	1d6
8-9	1d8 (re-roll if level is too high for class)
10	1d10 (results too high for a class are treated as the highest available result)

TABLE 2.13.1K: SCROLLS OF WARDING

D20	RESULT	VALUE (GP)
01–02	Acid	5,000
03–04	Demons	12,500
05–06	Devils	12,500
07–09	Elementals	7,500
10–11	Lycanthropes	5,000
12–14	Magic	7,500
15–16	Petrifaction	10,000
17–18	Polymorph	7,500
19–20	Undead	7,500

TABLE 2.13.1L: SWORD TYPE

D20	RESULT
01	Bastard Sword (20% chance of 2-handed sword instead)
02–05	Broadsword
06–19	Longsword
20	Shortsword (20% chance of a scimitar instead)

TABLE 2.13.1M: SWORD PROPERTIES*

D20		RESULT	VALUE (GP)
01–10		+1	2,000
11–15		+2	4,000
16		+3	7,000
17	01–65 66–00	+4 +5	10,000 15,000
18		Cursed (see 2.13.10)	—
19–20		Special	Variable

*In addition to the Properties generated on this table, any magic sword can be unusual. Roll 1d100 (technically this is a roll on Table 2.13.6.1a), and if the result is 76 or higher, check that table to see what the sword's unusual qualities are.

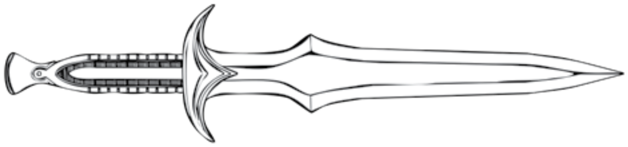


TABLE 2.13.1N: SPECIAL MAGIC SWORDS

D100	RESULT	VALUE (GP)
01	Bleeding Sword	22,000
02–06	Dancing Sword	22,000
7–16	Defender	15,000
17–21	Dragonbane	4,500
22–31	Flaming Blade	4,500
32–36	Frost Brand	8,000
37–46	Giantbane	4,500
47–51	Holy Sword	20,000
52–53	Keenblade	35,000
54–69	Luck Blade	5,000
70–74	Magebane	3,000
75–79	Nine Lives Stealer	8,000
80–84	Trollbane	4,000
85–89	Vampire Blade	25,000
90	Vorpal Blade	50,000
91–95	Werebane	3,500
96–00	Wyrmbane	4,000

TABLE 2.13.1O: SPECIAL MAGIC MISCELLANEOUS WEAPONS

D100	RESULT	VALUE (GP)
01–05	Arrow of Slaying	2,500
06–15	Axe of Hurling	4,500
16–30	Crossbow of Accuracy	12,000
31–40	Crossbow of Range	7,500
41–50	Crossbow of Speed	7,500
51–60	Dagger of Venom	3,000
61–70	Hammer of the Dwarfs	15,000
71–75	Holy Mace	17,500
76–85	Sling of the Halfling	7,000
86–00	Trident/Fork	12,500

TABLE 2.13.1P:
MISCELLANEOUS MAGIC ITEMS—RARITY

D100	RESULT
01–50	Table 2.13.1q: Common
51–70	Table Table 2.13.1r: Less Common
71–90	Table Table 2.13.1s: Uncommon
91–99	Table Table 2.13.1t: Rare
00	Roll Twice, Ignoring This Result

TABLE 2.13.1Q:
COMMON MISCELLANEOUS MAGIC ITEMS

D100	RESULT	VALUE (GP)
01	Incense of Meditation (1d4+1 cones)	4,900
02	Javelin of the Raptor	3,000
03	Thunder Spear	7,500
04	Boots of Elvenkind	2,500
05	Candle of Invocation	8,400
06	Dust of Appearance	1,800
07	Dust of Disappearance	3,500
08	Rope of Climbing	3,000
09	Scarab of Protection	38,000
10	Slippers of Spider Climbing	4,800
11	Strand of Prayer Beads[1]	3,000
12–13	Amulet of Natural Armour	see entry
14–15	Blessed Book	12,500
16–17	Brooch of Shielding	10,000
18–19	Hat of Disguise	1,800
20–21	Horn of Valhalla[2]	50,000
22–23	Periapt of Proof Against Poison	27,000
24–25	Phylactery of Faithfulness	1,000
26–27	Robe of Blending	30,000
28–30	Pipes of the Sewers	1,150
31–33	Restorative Ointment	4,000
34–36	Robe of Useful Items	7,000
37–39	Vest of Escape	5,200
40–42	Cloak of Elvenkind	2,500
43–46	Wings of Flying	54,000
47–55	Cloak of Resistance	see entry
56–65	Feather Token[3]	see entry
66–75	Figurines of Wondrous Power[4]	see entry
76–00	Bracers of Armour[5]	see entry

[1] Roll 1d6: 01-04 = Strand, 05 = Lesser Strand, 06 = Greater Strand

[2] Roll 1d4: 1 = Silver, 2 = Brass, 3 = Bronze, 4 = Iron

[3] Roll 1d6: 01 = Anchor, 02 = Bird, 03 = Fan, 04 = Swan Boat, 05 = Tree, 06 = Whip

[4] Roll 1d10: 01 = Bronze Griffon, 02 = Ebony Fly, 03 = Golden Lions, 04 = Ivory Goats, 05 = Marble Elephant, 06 = Obsidian Steed, 07 = Onyx Dog, 08 = Serpentine Owl, 09 = Silver Raven, 10 = Re-roll, ignoring this result.

[5] Roll d100 01-35 = +1, 36–60 = +2, 61–75 = +3, 76–85 = +4, 86–91 = +5, 92–96 = +6, 97–99 = +7, 00 = +8

TABLE 2.13.1R:
LESS-COMMON MISCELLANEOUS MAGIC ITEMS

D100	RESULT	VALUE (GP)
01	Arrow of Direction	17,500
02	Brazier of Commanding Fire Elementals	100,000
03	Cape of the Mountebank	10,080
04	Cloak of the Manta Ray	7,200
05	Decanter of Endless Water	9,000
06	Dust of Dryness	850
07	Elixir of Swimming	250
08	Gloves of Arrow Snaring	4,000
09	Gloves of Swimming and Climbing	6,250
10	Goggles of Night	12,000
11	Horseshoes of Speed	3,000
12	Necklace of Adaptation	9,000
13	Orb of Storms	48,000
14	Periapt of Health	7,400
15	Pipes of Haunting	6,000
16	Ring Gates	40,000
17	Robe of Bones	2,400
18	Unguent of Timelessness	150
19–20	Universal Solvent	50
21–22	Amulet of Proof Against Detection/ Location	35,000
23–24	Boots of Speed	12,000
25–26	Boots of Striding and Springing	5,500

D100	RESULT	VALUE (GP)
27–28	Bracers of Archery, Lesser	5,000
29–30	Candle of Truth	2,500
31–32	Cloak of Displacement, Minor	24,000
33–34	Cloak of the Bat	26,000
35–36	Dark Skull	60,000
37–38	Dust of Tracelessness	250
39–40	Elixir of Truth	500
41–42	Elixir of Vision	250
43–44	Glove of Storing	10,000
45–46	Horn of the Tritons	15,100
47–48	Necklace of Fireballs[1]	see entry
49–50	Periapt of Wound Closure	15,000
51–52	Phylactery of Undead Turning	11,000
53–54	Rope of Entanglement	21,000
55–56	Stone Horse, draft Stone Horse, heavy war	10,000 14,800
57–58	Stone of Alarm	2,700
59–60	Sustaining Spoon	5,400
61–62	Wind Fan	5,500
63–65	Bag of Holding[2]	see entry
66–68	Boots of Levitation	7,500
69–71	Bottle of Air	7,250
72–74	Broom of Flying	17,000
75–77	Crystal Ball	42,000
78–80	Elixir of Fire Breath	1,100
81–83	Elixir of Hiding	250
84–86	Handy Haversack	2,000
87–89	Harp of Charming	7,500
90–92	Helm of Comprehend Languages/ Read Magic	5,200
93–95	Helm of Underwater Action	24,000
96–98	Horn of Fog	2,000
99	Roll Twice on Table 1	
00	Roll Twice, Ignore Results >98	

[1] Roll 1d8: 1 = Level 1, 2 = Level 2 and so on. On a result of 8, re-roll. On a second roll of 8, roll new item.

[2] Roll 1d4: 1 = Type I, 2 = Type II, 3 = Type III, 4 = Type IV

TABLE 2.13.1S: UNCOMMON MISCELLANEOUS MAGIC ITEMS

D100	RESULT	VALUE (GP)
01	Ahmek's Copious Coin Purse	30,000
02	Alchemy Jug	12,000
03	Amulet of Health	2,000
04	Amulet of the Planes	120,000
05	Apparatus of the Lobster	35,000
06	Bag of Tricks, Gray[1] Bag of Tricks, Rust Bag of Tricks, Tan	900 3,000 6,300
07	Bead of Force	3,000
08	Blemish Blotter	1,000/charge
09	Boots of the Winterlands	2,500
10	Bowl of Commanding Water Elementals	100,000
11	Bracelet of Friends	19,000
12	Bracers of Archery, Greater	25,000
13	Carpet of Flying[2]	see entry
14	Censer of Controlling Air Elementals	100,000
15	Chime of Interruption	16,800
16	Chime of Opening	3,000
17	Circlet of Blasting, Minor	6,480
18	Circlet of Persuasion	4,500
19	Cloak of Etherealness	55,000
20	Cloak of Arachnida	14,000
21	Cloak of Charisma	4,000
22	Cloak of Displacement, Major	50,000
23	Cube of Force	62,000
24	Cube of Frost Resistance	27,000
25	Cubic Gate	164,000
26	Deck of Illusion	8,100
27	Dimensional Shackles	28,000
28	Drums of Panic	30,000
29	Dust of Illusion	1,200
30	Efficient Quiver	1,800
31	Elemental Gem[3]	2,250

D100	RESULT	VALUE (GP)
32	Eyes of the Eagle	2,500
33	Gauntlets of Ogre Power	4,000
34	Gauntlet of Rust	11,500
35	Gloves of Dexterity	4,000
36	Goggles of Minute Seeing	1,250
37	Headband of Intellect	4,000
38	Helm of Telepathy	27,000
39	Horn of Goodness/Evil	6,500
40	Horseshoes of the Zephyr	6,000
41	Instant Fortress	55,000
42	Iron Bands of Binding	26,000
43	Iron Flask	170,000
44	Lantern of Revealing	30,000
45	Mantle of Faith	76,000
46	Mantle of Magic Resistance	90,000
47	Marvellous Pigments (1d4 Pots)	4,000/pot
48	Mask of the Skull	22,000
49	Medallion of Thoughts	12,000
50	Pearl of Power	see entry
51	Pearl of the Sirines	15,300
52	Periapt of Wisdom	4,000
53	Pipes of Pain	12,000
54	Pipes of Sounding	1,800
55	Plentiful Vessel	3,500
56	Robe of Stars	58,000
57	Scabbard of Keen Edges	16,000
58	Scarab of Golem Bane	2,500
59	Silversheen	250
60	Sovereign Glue	2,400
61	Stone of Controlling Earth Elementals	100,000
62	Stone of Good Luck	20,000
63	Stone Salve	4,000
64	Vestment, Druid's	10,000
65	Well of Many Worlds	82,000
66–75	Roll Twice on Table 2.13.1q.	n/a
76–85	Roll once on Table 2.13.1q and once on Table 2.13.1r	n/a
86–95	Roll twice on Table 2.13.1r	n/a
96–99	Re-roll and Ignore Results >65, Roll once on Table 2.13.1r	n/a
00	Roll Twice, Ignore Results > 65	n/a

[1] Roll 1d6: 1–2 = Grey, 3–4 = Rust, 5–6 = Tan

[2] Roll 1d6: 1–2 = 5ft × 5ft, 3–4 = 5ft × 10ft, 5–6 = 10ft × 10ft

[3] Roll 1d4: 1 = Clear, 2 = Brown, 3 = Bright Red, 4 = Turquoise

TABLE 2.13.1T: RARE MISCELLANEOUS MAGIC ITEMS

D100	RESULT	VALUE (GP)
01–02	Efreet Bottle	145,000
03	Amulet of Life Protection	20,000
04–05	Amulet of Mighty Fists	6,000
06–07	Belt of Dwarfkind	14,900
08–09	Belt of Giant Strength	see entry
10–11	Boat, Folding	7,200
12	Boots of Teleportation	49,000
13–14	Boots, Winged	16,000
15–16	Brooch of Instigation	1,000
17–18	Circlet of Blasting, Major	23,760
19–20	Eversmoking Bottle	5,400
21–22	Eyes of Charming	56,000
23–24	Eyes of Doom	25,000
25–26	Eyes of Petrifaction	98,000
27–28	Gem of Brightness	13,000
29–30	Gem of Seeing	75,000
31–32	Golem Manual, Flesh Golem Manual, Clay Golem Manual, Stone Golem Manual, Iron	8,000 12,000 22,000 35,000
33–34	Helm of Brilliance	125,000
35–36	Helm of Teleportation	73,500
37–38	Horn of Blasting	20,000
39–40	Horn of Blasting, Greater	70,000
41–42	Ioun Stones[1]	see table
43–44	Lyre of Building	13,000
45–46	Manual of Bodily Health	4,000

D100	RESULT	VALUE (GP)
47–48	Manual of Gainful Exercise	4,000
49–50	Manual of Quickness of Action	4,000
51–52	Mattock of the Titans	23,348
53–54	Maul of the Titans	25,305
55–56	Mirror of Life Trapping	200,000
57–58	Mirror of Mental Prowess	175,000
59–60	Mirror of Opposition	92,000
61–62	Oil of Famishing	—
63–64	Portable Hole	20,000
65–66	Robe of Eyes	120,000
67–68	Robe of Scintillating Colours	27,000
69–70	Robe of the Archmagi	75,000
71–72	Sagacious Volume	50,000
73–74	Shrouds of Disintegration	6,600
75–76	Tome of Clear Thought	27,500
77–78	Tome of Leadership and Influence	27,500
79–80	Tome of Understanding	27,500
81–85	Roll twice on Table 2.13.1s	n/a
86–90	Roll again and Roll Misc. Magic Weapon	n/a
91–95	Roll again and Roll Magic Sword	n/a
96–00	Roll on Cursed Items Table[2]	n/a

[1] Consult Sub-Table 4-A: Ioun Stones

[2] Use the Specific Cursed Items table, or create your own using Cursed Items section of these rules.

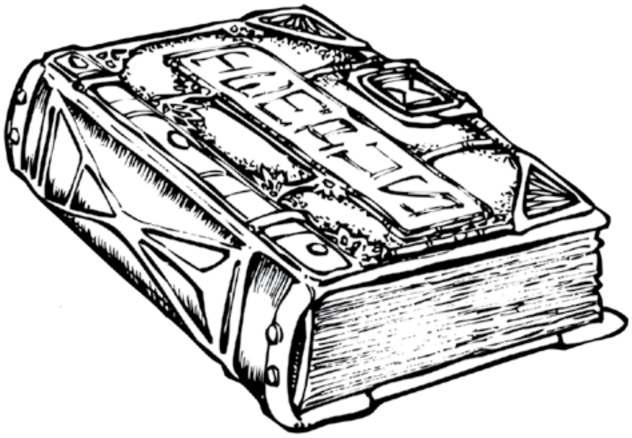


TABLE 2.13.1U: IOUN STONES SUBTABLE

D100	RESULT	VALUE (GP)
01–06	Clear Spindle	4,000
07–12	Dusty Rose Prism	5,000
13–18	Deep Red Sphere	8,000
19–24	Incandescent Blue Sphere	8,000
25–30	Pale Blue Rhomboid	8,000
31–36	Pink Rhomboid	8,000
37–42	Pink & Green Sphere	8,000
43–48	Scarlet & Blue Sphere	8,000
49–54	Dark Blue Rhomboid	10,000
55–60	Vibrant Purple Prism	36,000
61–66	Iridescent Spindle	18,000
67–72	Pale Lavender Ellipsoid	20,000
73–77	Pearly White Spindle	20,000
78–83	Pale Green Prism	30,000
84–89	Orange Prism	30,000
90–96	Lavender & Green Ellipsoid	40,000
97–99	Re-roll twice, ignoring results over 96	n/a
00	Re-roll thrice, ignoring result over 96	n/a

Many magic items are restricted as to which character classes can use them. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used:
Item (Classes) where, under “classes”, “**A**” means “assassin”, “**C**” means “cleric”, “**D**” means “druid”, “**F**” means “fighter”, “**I**” means “illusionist”, “**M**” means “magic user”, “**P**” means “paladin”, “**R**” means “ranger” and “**T**” means “thief”.

2.13.2. POTIONS

Although potions can be found in a variety of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, and potions of the same type may differ in their aroma or taste depending on how they were made.

As a standard rule, potions take effect 1d4+1 segments after consumption, and last for 1d4 turns. This principle is superseded where the specific potion description indicates otherwise. Potions can normally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

The creation of potions requires the joint efforts of magic users and alchemists unless the magic user is over 11th level. A sample of the potion to be created must be obtained at some point in order to learn the formula for the particular potion.

ADMIXTURE OF POTIONS

Magic potions store a great deal of eldritch energy and, as any alchemist or mage can attest, require a lot of careful preparation. The random admixture of potions can have unpredictable results and only the foolish or desperate will undertake such an action. Admixture of two or more potions has occurred when the liquid of one potion is mixed with that of another, or a potion is consumed while a previously consumed potion remains in effect. The former is considered an external admixture and the latter an internal one.

Presented here for the GM's consideration are a set of guidelines for handling these situations. A particularly industrious referee might wish to map out a complete matrix of effects to be used any time a potion is mixed with another. While this would be of use, the matrices would have to be updated with each introduction of a new potion. Additionally, the different formulations of a potion are not accounted for in such a matrix. OSRIC uses a set of guidelines combined with a random table to achieve a similar result with far less effort, as follows:

Mixing a ***potion of clairaudience*** or ***clairvoyance*** with any other potion will stun anyone drinking the potion for 1d4 days, due to massive sensory overload from uncontrolled telepathic input. The individual must be closely observed during this period to prevent harm to themselves or to others. An admixture containing a ***potion of longevity*** as an ingredient will act as a *slow* spell upon the imbiber for 1 hour.

A potion of ***polymorph*** admixture always yields a poison of strongest toxicity and the person drinking it must save at -4 or die. A ***potion of delusion*** admixed with any other potion will always produce a ***potion of delusion***. Thus, a ***potion of delusion*** mixed with a potion of invisibility will cause the drinker to believe they are truly ***invisible***, even in the face of overwhelming evidence to the contrary.

TABLE 2.13.2A: POTION ADMIXTURE RESULTS

D100	RESULT
01	Eldritch blast! A catastrophic release of magical energies. This massive energy discharge does 6d10 points of internal damage and 1d10 points of damage to anyone with 10ft of the imbiber. If mixed externally, all persons within 10ft of the epicentre of the blast take 4d6 points of damage, no saving throw allowed.
02–03	Poison, causing instant death if mixed internally, no save. External admixtures create a poisonous cloud 10ft in diameter. Anyone within the cloud must save versus poison or die.
04–07	A strange brew results and imbiber sickens, losing 1d4 each strength and dexterity for 4d6 rounds, no saving throw. One potion is completely nullified and the other works at 50% strength and duration, determined randomly.
08–12	The potions cancel each other out.
13–20	One potion is cancelled and the other works at 50% strength and duration, determined randomly.
21–30	Both potions work but only at 50% strength and duration.
31–90	Successful admixture: both potions work normally.
91–99	Extraordinary success: one potion, determined randomly, works at 150% strength and duration while the other is cancelled.
00	Spectacular success! One of the imbibed potions, determined randomly, has bestowed its effect permanently. Of course, this may not always be a good thing! Consider, for instance, a permanent potion of gaseous form effect.

Animal Control (any): Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of a particular type of animal. The type of animal is determined by a die roll (see below).

The number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; animals up to 1,000 lbs, 1d4.

D20	RESULT
1–4	Avian
5–7	Fish
8–11	Mammal, including marsupial
12–13	Any mammal and avian
14–17	Amphibians and reptiles
18–19	Amphibians, reptiles, and fish
20	All listed above

Note that unless the potion-drinker has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. Humanoids are unaffected by this potion, and any creature with low intelligence (5) or higher may make a saving throw to resist its effects.

Clairaudience (any): This potion lasts for 2 turns and grants the drinker *clairaudience* (per the third level magic-user spell). This effect can be used further to hear what is happening out of sight within 30ft.

Clairvoyance (any): This potion lasts for 1 turn and grants the drinker *clairvoyance* (per the third level magic-user spell). Unlike the spell, this potion grants the ability to see what is happening outside of the known area within 30ft.

Climbing (any): This potion lasts for 1 turn + 5d4 rounds, during which time the drinker gains the ability to climb like a thief with 99% ability (a roll of 00 means failure). However, the odds of failure increase by 1% for every 1,000 gp worth of weight carried. Furthermore, the type of armour worn will influence climbing ability by decreasing the percentage chance of success as follows:

-1%	Any type of magical armour
-1%	Studded leather
-2%	Ring mail
-4%	Scale mail
-7%	Chain mail
-8%	Banded and splinted armour
-10%	Plate mail

Cursed: A cursed potion may be generated with reference to section 2.13.10, or might just be poison.

Delusion (any): This potion convinces the drinker that the potion is of *another type*. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. An example of how the potion might operate: if it mimics a ***potion of clairaudience,*** it might convince the drinker there are sounds in the distance that do not truly exist.

Diminution (any): This potion lasts for 1d4+7 turns. When it is drunk, the drinker and everything carried shrinks to 5% of original size. If only half of the potion is consumed, it will shrink the imbiber 50% of their original size.

Dragon Control (any): Drinking this potion grants power equivalent to a *charm monster* upon a dragon of a type determined by the table below. Each potion affects only one type of dragon unless otherwise indicated. The drinker is able to control a dragon within 60ft for the duration of 5d4 rounds. Roll on the table below for the specific type of ***dragon control*** potion.

D20	RESULT	VALUE (GP)
1–2	Black dragon control	12,000
3–4	Blue dragon control	14,000
5–6	Brass dragon control	12,000
7	Bronze dragon control	14,000
8–9	Copper dragon control	13,000
10	Gold dragon control	16,000
11–13	Green dragon control	13,000
14	Red dragon control	15,000
15	Silver dragon control	15,000
16–17	White dragon control	10,000
18–19	All evil dragons	20,000
20	All good dragons	20,000

A saving throw is allowed, and if only one dragon is to be affected it receives -4 to this roll. If two dragons are to be affected they receive +2 to this roll.

ESP (any): This potion grants a spell-like ability equivalent to the magic-user spell *ESP* for the duration of 5d8 rounds.

Extra-Healing (any): Imbibing the full dose of this potion heals damage up to 3d8+3 hit points. Unlike most other potions, this can be imbibed in three equal portions for 1d8 hp of healing each.

Fire Resistance (any): The drinker of this potion is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire, for 1 turn. Further, this potion reduces damage from other kinds of fire by -2 per die of damage. These kinds of fire include *fireball*, *wall of fire*, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +4 to the die roll. Half of the potion can be quaffed for resistance lasting 5 rounds, and other bonuses provided are halved (-1 damage and +2 to saving throws).

Flying (any): This potion grants the spell-like ability equivalent to the magic-user spell of the same name.

Gaseous Form (any): The drinker, in addition to all items they carry, takes on a translucent, gaseous consistency and floats at 30ft per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind–altering spells. While in gaseous form, the person can flow below doors and other small spaces not sealed airtight. Although magical lightning and fire do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to other attacks. However, double the normal damage is inflicted by a *whirlwind*. This potion must be fully imbibed to have effect.

Giant Control (any): The drinker is able to control up to two giants in the same manner as the spell *charm monster* for 5d6 rounds. A saving throw is allowed, and if only one giant is affected it receives -4 to this roll. If two giants are affected they receive +2 to this roll. Each potion of giant control affects only one type of giant. Consult the following table.

GIANT CONTROL TABLE

D20	RESULT	VALUE (GP)
1–2	Cloud giant	5,000
3–6	Fire giant	4,000
7–10	Frost giant	3,000
11–15	Hill giant	1,000
16–19	Stone giant	2,000
20	Storm giant	6,000

Giant Strength (FPR): There is a separate potion for each type of giant, and the drinker of this potion temporarily gains the strength score of the appropriate type of giant. This bonus in strength is accompanied by the giant ability to toss rocks at opponents (range of 10-200ft). Consult the table below for the giant types and strength abilities granted. Giants are listed in order of ascending strength.

D20	GIANT STRENGTH	MELEE DMG	WT ALLOW.	ROCK DMG	MAJOR TEST	VALUE (GP)
1-6	Hill	+1d8	+450	1d6	50%	900
7-10	Stone	+1d10	+500	1d12	60%	1,000
11-14	Frost	+1d12	+600	1d8	70%	1,100
15-17	Fire	+2d6	+750	1d8	80%	1,200
18-19	Cloud	+2d8	+900	1d10	90%	1,300
20	Storm	+2d10	+1200	1d12	99%	1,400

Growth (any): The drinker increases in size up to a maximum of an additional 24ft. This potion can be imbibed in one–quarter increments such that each one–quarter portion increases size by 6ft. Note that although the enlarged person gains enough strength to conduct normal movement, gained strength does not apply in any way to combat. However, movement does increase to that of a giant of equivalent size.

Healing (any): The imbiber of this potion regains 2d4+2 hp. This potion can't be divided into partial doses.

Heroism (FPR): Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by their experience level. Characters above ninth level receive no benefit.

IMBIBER LEVEL	LEVELS GRANTED	ADDITIONAL HIT DICE (D10)
0	4	4
1-3	3	3+1
4-6	2	2+2
7-9	1	1+3

Human Control (any): Once quaffed, this potion grants the spell-like ability of *charm person* to the drinker for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion (see the table below), and 32 hit dice/levels of these beings are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (3+1, 4+2 are treated as 3, 4). The specific kind of human–like being affected for each potion is determined on the table below.

D20	RESULT
1–2	dwarfs
3–4	elves and half-elves
5	elves, half-elves, and humans
6–7	gnomes
8–9	halflings
10–11	half-orcs
12–17	humans
18–20	other humanoids (orcs, gnolls, goblins, etc.)

Invisibility (any): When this potion is quaffed, the drinker is bestowed with the spell-like ability of invisibility. This potion can be consumed in 1/8 increments, in which case the invisibility granted lasts 1d4+2 turns per dose. Any combat action removes the invisibility granted, such that a new dose must be consumed.

Invulnerability (F): An invulnerability potion makes the drinker impenetrable to normal attacks, attacks by non-magical beings, and attacks by creatures under 4 hit dice. Further, the drinker gains +2 to all saving throws and improves armour class by two.This potion may only be consumed by fighters and its effects last 3d6+2 rounds.

Levitation (any): When this potion is quaffed, the drinker is bestowed with the spell-like ability of levitation. The effects of this potion extend to the drinker only, but allow up to 600 lbs of weight to be transported as well.

Longevity (any): This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural ageing, but also for ageing from magic or creature effects. There is some small danger however, since each time a potion of longevity is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age they would be without the effects of the potions. It is not possible to drink this potion in increments.

Oil of Etherealness (any): This potion is not imbibed, but the thin oil is applied to a character and all of their belongings in order to achieve an ethereal state for 1d4+4 turns. It takes 3 rounds for the potion to take effect, and it can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of Slipperiness (any): This oil is applied to the character in the same way as ***oil of etherealness***. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philtre of Love (any): The imbiber of this potion may become *charmed* by the next person or creature they see. The charm aspect of this potion lasts for 4+1d4 turns, but only *dispel magic* will make the drinker cease to be enthralled.

Philtre of Persuasiveness (any): When this potion is quaffed, the drinker gains the ability to make a *suggestion*, as the magic user spell, to all creatures within 30ft. Further, this potion makes the imbiber more alluring and grants a 25% bonus to reaction rolls.

Plant Control (any): The imbiber of a *potion of plant control* is able to control plants or plant-like creatures (including fungi and moulds) within an area of 20ft squared, to a distance of 90ft. This ability lasts for 5d4 rounds. Plants and plant-like creatures will obey commands to the best of their capacity. For instance, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings (5 or greater intelligence) receive a saving throw vs magic. Similar to other *charm*-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

Polymorph (any): This potion grants the spell-like ability to *polymorph self*, as the fourth level magic user spell.

Speed (any): This potion doubles combat and movement ability for 5d4 rounds. Thus, if the imbiber can normally move at 90ft, for the duration of this potion's effect the imbiber can move at 180ft. The number of attacks available double as well, but this potion does not decrease spell-casting time. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him or her by 1 year permanently.

Super–Heroism (FPR): Unlike the potion of ***heroism***, the effects of this potion last 5d6 rounds. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by their experience level as shown in the table below. Characters above 12th level receive no benefit.

IMBIBER LEVEL	LEVELS GRANTED	ADDITIONAL HIT DICE (D10)
0	6	5
1–3	5	4+1
4–6	4	3+2
7–9	3	2+3
10–12	2	1+4

Sweet Water (any): This sweet-tasting liquid can be used to cleanse water (including turning salt water into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000ft cubed. However, only 1,000ft cubed of acid can be neutralised. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds after which it can be contaminated once again.

Treasure Finding (any): For 5d4 rounds, the imbiber of this potion can sense any treasure within 240ft containing valuable metals or gems. In order to be detected, the total value of the treasure must meet or exceed any combination of 50gp or 100 gems. Any valuable metal meeting this value in quantity is detectable, and any gems, including those in jewellery, are detectable. Although the direction of the treasure can be sensed, the precise distance cannot. No physical barrier will impede detection, except some magical wards or lead.

Undead Control (any): Normally undead are immune to *charm*. However, this potion grants the drinker the ability to charm undead (intelligent or otherwise) as the *charm person* spell (including the limitations). Only intelligent undead are allowed a saving throw vs magic, with a penalty of 2. A total of 16 hit dice of undead can be influenced. All hit dice bonuses are rounded down (5+2 hit dice is considered as 5). The effects of this potion last 5d4 rounds. Each potion of ***undead control*** affects one type of undead, determined from the following table.

D10	UNDEAD AFFECTED
1	Ghasts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Vampires
8	Wights
9	Wraiths
10	Zombies

Water Breathing (any): The imbiber of this potion is granted the ability to breathe when submerged in any liquid that contains oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour+1d10 rounds per dose. There is a 75% probability that a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

2.13.3. SCROLLS

2.13.3.1. SPELL SCROLLS

Scrolls can be found rolled up in any number of decorative or plain tubes. A scroll tube may be magically sealed such that a character must cast *read magic* to read the magical words that open it. Reading the writing on the tube will also reveal whether the tube has been cursed or protected with a magical trap. Once opened, if an arcane spell scroll, a further *read magic* spell must be used to comprehend the magical script. (Note that once *read magic* has been used on a scroll, the same user does not need to cast it again to comprehend the same scroll at a later time.)

A cursed scroll is triggered by the use of *read magic*, but other scrolls are not. At the GM's option, a scroll may have up to a 3 in 10 chance of its magical writing vanishing if left in a scroll tube for an extended amount of time without casting read magic on the scroll to learn its nature.

When spell scrolls are found, use the following table to determine what class of spells is present. Only characters of the appropriate class may use the spells.

TABLE 2.13.3.1A: TYPE OF SPELL SCROLL

D10	CLASS
1–6	Magic user
7	Illusionist
8–9	Cleric
10	Druid

For the purposes of spell casting, all spells function as if cast by a spell user with one more level of experience than is necessary to cast the spell. However, all spells cast from a scroll are cast as the minimum equivalent of a 6th level spell caster. Thus, even a 1st level spell will be cast as if by a 6th level spell caster.

Note that if a spell caster uses a scroll spell for a spell which they would normally be unable to cast due to being of insufficient level, there is a cumulative 5% probability that the spell fails for each level the caster is lower than the level required. For instance, if a 2nd level cleric attempts to use a spell that normally must be cast by a cleric of 4th level, there is a 10% chance of spell failure. In addition, if a roll indicates that a spell fails, there is an equal probability that the spell affects the caster, produces some other unfortunate effect, or creates some other effect at the GM's discretion.

Once a scroll spell is cast, the magical writings for that spell vanish. This also applies even when a scroll spell is read for the purpose of memorisation or to be added to a spell book.

2.13.3.2. SCROLLS OF WARDING

Unless otherwise noted, all scrolls of warding produce an area of protection within a 10ft radius of the reader, and the area moves with the affected character. No creature of the type indicated by the warding may enter the area of protection by any means, but if the affected character forces a creature of the affected type into this radius, the effects of the scroll are cancelled. Scroll effects may be "stacked" in that several different scrolls of warding may be active on one being at once, but scrolls of the same type do not stack for the purposes of increased duration or potency.

Acid Warding (All): This warding scroll takes 4 segments to read and its effects last for 5d6 rounds. The reader of the scroll is immune to acid (corrosion damage) for the duration.

Demon Warding (CP): All demons are unable to enter the protected area for 5d4 rounds. This scroll takes a variable amount of time to read, to be determined by the power level of the demon.

DEMON TYPE	TIME TO READ
Class C or weaker	3 segments
Class E or weaker	7 segments
Greatest demons	1 round

Devil Warding (CP): This scroll is effective for warding against all devils for 5d4 rounds. If the scroll is read for 1 round, it will repel all devil types. Otherwise, the scroll may be read for a variable amount of time to offer protection only against some devils.

DEVIL TYPE	TIME TO READ
Lesser devils or lower	3 segments
Greater devils or lower	7 segments
Archdevils or lower	1 round

Elemental Warding (CDIM): This scroll takes 6 segments to read and wards against elementals for 5d8 rounds. If the scroll wards against only one type of elemental, it is effective against 24 HD of elementals. If the scroll is effective against all forms of elementals, it repels 16 HD. If more elementals are present than can be warded off, these additional beings may enter the area of protection and attack anyone within. Roll on the table below to determine which elementals are warded off by a specific scroll. Note that some creatures that are closely connected with elements, or are a particular form of elemental monster, may also be warded off at the GM's discretion.

D20	ELEMENTAL TYPE
1–3	Air
4–6	Earth
7–9	Fire
10–12	Water
13–20	All

Lycanthrope Warding (any): This warding scroll takes 4 segments to read and its effects last for 5d6 rounds. A total of 49 HD of creatures are warded off, and for this calculation any "+" is rounded up if 3 or more, or down if 2 or fewer. Any creatures above these HD may enter the protected area and attack characters within. Roll on the table below to determine which specific creature type a scroll of warding is effective against. Note that if all shape-changers is indicated, this includes any creature that is capable of taking a human form, as well as creatures under the effects of a *polymorph* spell or creatures with an innate ability to shape-change or polymorph (including druids of high level).

D20	CREATURE TYPE
1	Werebears
2	Wereboars
3–4	Wererats
5	Weretigers
6–8	Werewolves
9–19	All lycanthropes
20	All shape-changers

Magic Warding (any): This scroll of warding takes 8 segments to read and has a duration of 5d6 rounds. Unlike other scrolls of warding, the protection offered by this scroll is confined to a 5ft radius of the scroll reader. This area of protection prevents any magical effects from passing through. Should a magic item pass through the area, there is a 50% probability that the item loses all magical properties (exception: major artifacts will not be so affected). When more than one magic item makes contact with this anti-magic barrier at the same time, the barrier is severely taxed. The GM will roll to check whether an item is drained of its magical properties, in the same approximate order that each item makes contact with the barrier (or in random order). In this circumstance, should a check indicate an item is drained of magic, the barrier is immediately overloaded and dissolves.

Petrifaction Warding (any): This scroll of warding is read in 5 segments and lasts for 5d4 rounds. All characters within the area of protection are immune to all sources of petrifaction, whether from spells, gaze, breath weapons, or any other source.

Polymorph Warding (any): This scroll may be read in 2 segments. It reverses any *polymorph* effects within 10ft of the place where the scroll is read, and for 6 full turns the reader of the scroll becomes immune to polymorph or shape-changing magic.

Possession Warding (CP): This scroll is read in 1 round. Most of these scrolls (1–9 on 1d10) have a duration of 10d6 rounds. The remaining scrolls have a duration of 10d6 turns, but the protection is rooted to one 10ft radius location when cast from the scroll. This scroll wards off all effects that can control the mind, including spells such as *magic jar*. This scroll prevents any form of mental energy drain, whether magical or some other form. The protection offered by this scroll of warding is extended to all beings, living or dead, within the radius.

Undead Warding (CP): This scroll of warding takes 4 segments to read, and has a duration of 10d8 rounds. The area of effect is a 5ft radius from the scroll reader. It wards off 35 HD (or levels) of undead, but any excess creatures are able to pass into the protected area and attack creatures within. Otherwise undead cannot pass through the protective barrier, but can employ ranged attacks or spells into the area from outside. Most scrolls that ward off undead are effective against all forms of undead, but the GM may decide to make some scrolls specific to a form of undead. Refer to the ***potion of undead control*** for a table to determine an undead type if this option is used.

2.13.4. RODS, STAVES AND WANDS

These devices are relatively similar in nature, but vary in appearance and effect. Wands are the smallest of these, usually being about 1ft long and narrow. Rods are the next largest, about 3ft long and 3/4-in thick. Staves are the largest, usually being 6ft long and about 2 inches thick. Wands and rods can be made of wood, metal, ivory, or any combination of these materials, and are most often found inside of a special case. Any staff will be made of wood, unless otherwise noted, with ornate carving and complex shape.

Most of these devices use charges, which can be restored by high level magic users. Should a device reach zero charges, it will disintegrate, thus rendering recharging impossible. These devices are found with the following charges, which *should not be revealed* to the players unless they are somehow able to divine this information:

TABLE 2.13.4A: CHARGES IN A ROD, STAFF, OR WAND

DEVICE TYPE	CHARGES
Wands	101–1d20
Rods	51–1d10
Staves	26–1d6

Unless noted otherwise, these devices require a command word or magical phrase to trigger a magical effect. As such, the spell *silence* and similar effects can prevent these devices' use.

2.13.4.1. RODS

Absorption (any): This rod acts as a magnet, drawing spells into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or their gear. The rod then nullifies the spell effects and stores their potential until the wielder releases this energy in the form of spells of their own. They can instantly detect the level of the spell as the rod absorbs its energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

The player must keep a running total of absorbed (and used) spell levels. The wielder of the rod can use captured spell energy to cast any spell they have prepared in 1 segment without expending the preparation itself (i.e. still have the spell in memory). The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting.

A ***rod of absorption*** absorbs a maximum of 50 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the remaining absorbing potential of the rod and current amount of stored energy.

Cancellation (any): This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a saving throw to prevent the rod from draining it. Contact is made by making an attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable even by a *wish*. See the table below for magic item saving throws against this draining effect:

ITEM TYPE	SAVE
Potion	20
Ring	17
Rod	14
Scroll	19
Staff	13
Wand	15
Artifact	13
Armour and Shields	11 (8 if +5)
Sword	9 (7 if a holy sword)
Miscellaneous Magic	12
Miscellaneous Weapons*	10

* Note that a single use of the rod of cancellation may drain many small magical items, if they are contained together. For example, a quiver of magical crossbow bolts.

Captivation (CDIM): With the expenditure of 1 charge, all monsters and characters within a 20ft radius are charmed by the wielder for 1 turn so long as they are at least minimally intelligent. All charmed beings will hold nothing but respect and awe for the wielder, and will seek to please him or her by doing nearly anything short of harming themselves or violating their alignment.

Lordly Might (FPR): This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. It weighs 10 lbs, and a strength of 16 or greater is necessary to wield this weapon. Any character with less than 16 strength suffers an attack penalty of -1 per point below 16.

The rod has the following spell-like functions, each of which costs 1 charge:

- *Fear* upon all enemies viewing it, if the wielder so desires (60ft maximum range). The target is allowed a save vs magic.
- *Paralyse* upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost. The target is allowed a save vs magic.
- Deal 2d4 hp of damage to an opponent on a successful touch attack (no save) and cure the wielder of a like amount of damage.

The following weapon functions of the rod do not require the use of charges:

- In its normal form, the rod can be used as a ***+2 mace***.
- When button #1 is pushed, the rod becomes a ***+1 flaming sword.*** A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 3ft.
- When button #2 is pushed, the rod becomes a ***+4 battle axe***. A blade springs forth at the ball, and the whole lengthens to 4ft.
- When button #3 is pushed, the rod becomes a ***+3 spear***. The spear blade springs forth, and the handle can be lengthened up to 12ft (wielder's choice), for an overall length of from 6ft to 15ft. At its 15ft length, the rod is suitable for use as a lance.

The following other functions of the rod do not employ charges:

- Climbing pole/ladder. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50ft in a single round, stopping when button 4 is pushed again. Horizontal bars 3-in long fold out from the sides, 1ft apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 lbs. The wielder can retract the pole by pushing button #5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30ft or less from the portal to be forced and in line with it, then pushes button #4. The force exerted has a strength equal to that of a storm giant.
- When button #6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of their approximate depth beneath the surface or height above it.

This rod may never be recharged. When the charges are expired, functions that require charges may not be used again, and neither may the rod be employed as a ***+1 flaming sword*** nor a ***+4 battle axe***. These attributes are lost.

Resurrection (C): This rod may be used to the same effect as the cleric spell *resurrection*. The rod may resurrect both humans and demi-humans, including half-orcs and elves. This rod may be used only once each day. A quantity of charges will be expended to resurrect a character based on the character's ancestry and class. Refer to the table below, adding the charge cost for each of these variables together. Any character with more than one class will cost the higher quantity of charges for their classes.

ANCESTRY	CHARGES	CLASS	CHARGES
Human	1	Fighter	2
Half–elf	2	Paladin	1
Half-orc	4	Ranger	2
Halfling	2	Magic User	3
Elf	4	Illusionist	3
Dwarf	3	Thief	3
Gnome	3	Assassin	4
		Cleric	1
		Druid	2

The ***rod of resurrection*** is not rechargeable.

Rulership (FPR): This rod looks like a royal sceptre. The wielder can command the obedience and fealty of creatures within 120ft when they activate the device. Creatures totalling (1d4×100)+100 hit dice can be ruled, but creatures with intelligence scores of 15 or higher and levels or HD equal to or greater than 12 are entitled to a save vs magic to negate the effect. Ruled creatures obey the wielder as if they were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used after 5 segments from activation, and each charge expended allows the rod to be used for 1 turn. The rod crumbles to dust once all charges are expended. It may not be recharged.

Striking (CDIM): A ***rod of striking*** deals 1d8+3 hp damage, and functions as a +3 weapon of magical nature. When this rod is used against golems, it always costs 1 charge per successful hit in combat, and deals 2d8+6 hp damage. Note that when employed in this way against a golem, a successful roll of 20 will instantly annihilate the target. In addition, this rod may deal increased damage to night hags, devils, demons, and other infernal beings from the outer planes. When attacking these monsters, a successful attack roll of 20 causes the expenditure of a charge and the rod deals triple normal damage.

2.13.4.2. STAVES

Unless otherwise noted, all staves perform spell-like effects as if cast by a character of the 8th level of experience. Further, a staff may be used to effect in 2 segments when first used, but requires 8 segments for additional uses, as the staff gathers its energies for a new discharge.

Compulsion (CM): A ***staff of compulsion*** affects all creatures within 120ft, causing them to obey the wielder of the staff. So long as the commands are not physically detrimental to the listener, the listener will follow orders. A saving throw is allowed to creatures with INT 14+ or more than 10 hit dice. Using the staff expends a charge, and the staff cannot be recharged.

Healing (CD): This staff can cure the following conditions, two times each per day: blindness, disease, injury (3d8+3 hp), and insanity. This staff may only be employed on an individual human or human-like creature one time per function, per day. For example, the wielder could cure a victim of all conditions the staff can address, but only once for each condition in one day. This staff may be recharged.

Power (IM): The ***staff of power*** is a very potent magic item, with offensive and defensive abilities. Each of the following spell-like powers cost 1 charge: *magic missile*, *ray of enfeeblement*, *continual light*, *darkness 15ft radius*, *levitate*, *lightning bolt*, *fireball*, and *cone of cold*.

The staff of power has the following additional spell-like powers, each of which costs 2 charges: *paralysation*, *globe of invulnerability*, and *shield* (5ft radius).

The wielder of a staff of power gains a +2 bonus to AC and saving throws. The staff is also a +2 quarterstaff, and its wielder may use it to smite opponents. If 1 charge is expended, the staff causes double damage for 1 round. This effect may not be stacked.

- A ***staff of power*** can be used for a retributive strike, as the ***staff of wizardry***.
- A ***staff of power*** may be recharged.

Serpent (CD): Two forms of this staff are known to exist, a *python* form (60%) and a *viper* form (40%). Neither form uses charges.

The **python** strikes as a +2 quarterstaff. If the user throws the staff to the ground, it grows to become a giant (25ft long) constrictor snake by the end of the round (90ft move, AC 3 [17], 49 hp). The python obeys all commands of the owner, and constricts any opponent it successfully attacks for 1d6+3 hp damage per round. The serpent returns to staff form (a full-round action) whenever the wielder desires. If the snake form is killed the staff is irreparably lost.

The **viper** strikes as a +1 weapon for 1d4+1 hp damage. Once per day, upon command, the head of the staff becomes that of an actual serpent for 1 turn (20 hp, AC 9 [11]). During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. A victim must succeed in a saving throw vs poison or die. The viper only functions if its possessor is evil.

Withering (CDIM): A ***staff of withering*** acts as a +1 weapon that deals 1d4+1 hit points of damage. In addition, if the wielder chooses to spend 2 charges on a hit, the victim will age 10 years. Spending 3 charges requires the victim to instead save vs magic, or a limb withers into a desiccated, worthless member. The specific limb struck is determined randomly. Note that effects from the staff are stacked, such that a victim hit with the staff when 3 charges are spent will have a limb wither and they will age as well.

Wizardry (M): The ***staff of wizardry*** is a powerful device, granting several spells at the wielder's disposal. The staff may be used to effect the following spell-like abilities: *detect magic*, *enlarge*, *hold portal*, *ligh*t, and *protection from good (evil)*. These abilities do not require the expenditure of charges.

In addition, the staff has the following abilities that cost 1 charge per use: *dispel magic*, *fireball*, *ice storm*, *invisibility*, *knock*, *lightning bolt*, *passwall*, *pyrotechnics*, *wall of fire*, and *web*. The following powerful abilities cost 2 charges per use: *conjure elemental, plane shift, telekinesis,* and whirlwind (as a genie).

The wielder of the staff receives a bonus of +2 for saving throws vs magic. This staff may be recharged, but only by absorbing magical energies that are cast at the wielder. When a spell is cast at the wielder, he may choose to absorb these energies, at a rate of 1 charge per spell level of the spell directed at him. Note that taking this manoeuvre is the sole action of the staff for that round, and it may not be used for other effects in the same round it absorbs energy. Each staff has a maximum number of possible charges, and it will only safely absorb charges to this limit. The wielder will not know the limit, or how many charges have been used, unless some magical means is employed to discover this. The staff does not reveal this information. Should the staff collect energy in excess of its limit, it detonates in the same manner as in a retributive strike, as described below.

A ***staff of wizardry*** can be used for a *retributive strike*, requiring it to be broken by its wielder. The breaking of the staff must be intentional and declared by the wielder. All charges currently in the staff are instantly released in a 30ft radius. All within 10ft of the broken staff take points of damage equal to 8× the number of charges in the staff, those 10ft to 20ft away take 6× the number of charges in damage, and those 20ft to 30ft distant take 4× the number of charges in damage. All those affected can make saving throws vs magic to reduce the damage by half. The character breaking the staff has a 50% chance of travelling to another plane of existence, but if they do not, the explosive release of spell energy destroys him or her. Only the ***staff of wizardry*** and the ***staff of power*** may be used for a retributive strike.

After all charges are used up from the staff, it remains a ***+2 quarterstaff***. Once empty of charges, it cannot be used for a retributive strike.

2.13.4.3. WANDS

For the purposes of calculating duration, damage, range, and other effects, wands function as if a character of 6th level produces their magical effects. Some small percentage of wands, at the GM's discretion, are cursed to either direct their effects at the user or produce some other misleading or harmful effect.

Detecting Magic (CDIM): When activated, this wand will vibrate and point to the most powerful magic within 30ft of the wand wielder. If used continuously for more than 1 round, in further rounds the wand will reveal additional sources of magic, in approximate descending rank of their relative power. Should the wielder use a round focusing the wand on a source of magic, the wand will reveal the form of magic it is (such as illusion or charm). This wand may be used for 1 continuous turn per charge spent. However, for each continuous round of use (after the first round) there is a 1% cumulative probability that the wand will offer information that is opposite to the reality. In this case magic items will appear mundane, or non-magical items will seem to radiate magic.

Detecting Minerals and Metals (any): Like other wands of detection, this wand will vibrate and point to the item it is enchanted to detect, in this case, the largest quantity of a mineral or metal within a 30ft range. The wand may also be used to detect all samples of a specific mineral or metal within range, such as gold or diamonds. The wielder of the wand becomes aware of the quantity of the item when detected. This wand requires 1 round per use, and may be used continuously for 1 turn per charge spent. The ***wand of detecting minerals and metals*** can be recharged.

Detecting Traps and Secret Doors (any): The wielder of this wand may choose, each round, to *detect traps* (range of 30ft) or a secret door (range of 15ft). The wand will vibrate and point to the desired object. Each round of use requires 1 charge, and it is rechargeable.

Enemy Detection (any): A wand of enemy detection can, at the expenditure of 1 charge, detect any being with harmful or unkind intentions toward the wand wielder, within 60ft. The wand will throb in the user's hand and point in the direction of such a being. The being need not be in obvious sight, and the wand can detect it even if it is hiding, invisible, or otherwise outside of normal space, such as when in astral or ethereal form. A ***wand of enemy detection*** may be recharged.

Fear (CDIM): Once per round, by spending 1 charge, this wand will emit a ray of sinister purple light that takes 1 segment to appear. The ray is shaped as a cone 20ft wide at its terminal end and 60ft long. Any being within the area of effect must succeed in a saving throw vs wands or fall under effects identical to the cleric spell *fear*. A ***wand of fear*** is rechargeable.

Fire (DM): A ***wand of fire*** produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: *burning hands* shoots forth a triangular cone of fire 12ft long with a 10ft ending width. It takes 1 segment for this effect to manifest, and it lasts but a moment. Any being within this area of effect suffers 6 hp damage. *Pyrotechnics* may also be produced from the wand, and take 2 segments to appear. This effect exactly mimics the spell of the same name.

The ***wand of fire*** may produce the following effects with the expenditure of 2 charges: a *fireball* may be shot from the wand, performing exactly as the spell of the same name, as if cast from a 6th level character. It deals 6d6 hp damage to all within the area of effect (save vs wands for half damage). Any result of 1 on a damage die is treated as a 2. A *wall of fire* may be produced in 3 segments, like the spell of the same name cast from a 6th level character. The wall may be formed into a 22ft diameter circle surrounding the wand wielder.

This wand is rechargeable.

Ice (DM): A ***wand of ice*** produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: an *ice storm* (as the magic user spell) wreaks its cold havoc to a distance of 60ft, and appears in 1 segment; a wall of ice can be brought into existence, taking 2 segments to appear. It always has a thickness of 6-in, but may have any surface area as commanded by the wand wielder to a maximum of 600 square ft (for example, 25×24ft or 10×60ft).

The ***wand of ice*** may produce a *cone of cold* with the expenditure of 2 charges. The cone is 20ft in diameter at its maximum length of 60ft. This effect manifests in 2 segments, and is present for only a moment. Nonetheless, it deals 6d6 hp damage to all within the area of effect (save vs wands for half damage). Any result of 1 on a damage die is treated as a 2.

The ***wand of ice*** is rechargeable.

Light (CDIM): A ***wand of light*** produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: *dancing lights* as the magic user spell, which appears in 1 segment, and *light* as the magic user spell, which appears in 2 segments.

The wielder may spend 2 charges to create *continual light*, which takes 2 segments to manifest. Finally, by spending 3 charges, the wielder may create a ray of intense sunlight. This effect manifests in 3 segments. The bright golden-yellow light lasts only a moment, has a range of 120ft, and forms a 40ft diameter sphere of light. Any being within the area must save vs wands or be blinded and stunned for 2d6 segments. The golden sphere of light has a devastating effect on all undead, dealing 6d6 hp of damage, with no saving throw allowed.

Illusion (IM): This wand is capable of producing both visual and audible illusions, each requiring a charge per round the illusion is maintained. The illusory effect worked by the wielder manifests in 3 segments, and requires full concentration to maintain. The wielder may not engage in any combat or complex action, but may move at normal speed. This wand is rechargeable.

Lightning (DM): If the wielder of a ***wand of lighting*** hits an opponent (in melee) with the wand and spends 1 charge, they may deliver an electrical charge to their victim, which inflicts 1d10 hp damage. No saving throw is permitted, and for AC purposes a victim wearing metal armour has an AC of 10 [10], regardless of magical armour bonuses. Non-metal armour and items such as a ring of protection do apply, however.

By spending 2 charges, the wielder of this wand may produce a *lightning bolt*, similar to the magic user spell, to inflict 6d6 hp of damage. Any result of 1 on a damage die is treated as a 2. A save vs wands is allowed for half damage.

A ***wand of lightning*** can be recharged.

Magic Missiles (M): This wand may fire 1 or 2 *magic missiles* (wielder's choice), as the spell, each round. Each missile requires 1 charge and 3 segments before it manifests. These magical bolts deal 1d4+1 hp damage each.

Negation (CDIM): This device negates the spell or spell-like function or functions of magic items. The wielder points the wand at the magic item, and a pale grey beam shoots forth to touch the target device or being after 1 segment. The ray negates any function of all wands, and any other target item or magical effect (including spells cast by the target) has a 25% chance of resisting the negation. Each use of the wand costs 1 charge, and may be used one time per round. A ***wand of negation*** can never be recharged.

Paralysation (CDIM): A ***wand of paralysation*** may fire a ghoulish green beam of energy once per round, to a range of 60ft. The beam will paralyse any one victim who fails a save vs wands. The effect has a duration of 5d4 rounds. The beam of energy manifests after 3 segments. This wand is rechargeable.

Polymorphing (DM): By pointing the wand and giving a command, the wielder may fire a crackling beam of pure black energy at a target. If the victim fails a saving throw vs wands, they are affected as if by the magic user spell *polymorph other*, to transform into any creature the wielder desires. Instead, the wielder may strike a being with the wand, which surrounds the subject in flickering black shadows and causes him or her to be affected as if by the magic user spell *polymorph self*. In this case, the wielder pronounces the name of the creature into which the victim will transform as they touch the opponent. A saving throw is permitted, but a willing subject may choose to forgo the save. This wand cannot be recharged.

Summoning (CDIM): The wielder of this wand, when holding the wand by hand (not when it is packed away) is able to instantly identify spells of a conjuration or summoning nature, either when seen written or actively cast. The wielder may spend a charge to cast the spells *unseen servant* or *monster summoning*. To cast *monster summoning*, the wielder must be of sufficient level to cast the version employed (I, II, III, IV, V or VI), and it requires 5 segments. When casting *monster summoning*, the wielder may spend up to 6 charges, to stack the effects as if more than one spell were cast. For example, the 6 charges could be spent to cast *monster summoning VI*, or they could be used to cast *monster summoning I* six times, *monster summoning II* and *IV*, or any other combination totalling 6.

A ***wand of summoning*** can produce the effects of a *prismatic sphere* (it may be formed into a wall). However, unlike the spell, the wand may only produce a single colour type at a time, per use each round. Each use costs 1 charge, and takes 5 segments to appear.

The wand is also capable of bringing into existence a veil of darkness, by spending 2 charges. This effect takes 5 segments to cast. This veil can occupy a space equal to 600ft squared, and can take any dimensions equalling this amount (20ft×30ft, 15ft×40ft, etc.) No light may pass through the veil, but other magical effects and physical objects may pass through it normally.

A ***wand of summoning*** is rechargeable.

Wonder (any): A ***wand of wonder*** is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Each use costs 1 charge.

In some cases a saving throw is appropriate. The effects should be considered typical of those possible, but the GM may adjust these or create new effects depending on the situation. Typical powers of the wand (roll each time it is used) include the following:

D100	WONDROUS EFFECT
01–05	*Slow* creature pointed at for 1 turn.
06–10	*Faerie fire* surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	*Gust of wind*, but at twice the power.
21–25	Wielder learns target's surface thoughts (as with *ESP*) for 1d4 rounds.
26–30	*Stinking cloud* at 30ft range.
31–33	Heavy rain falls for 1 round in 60ft radius centred on wand wielder.
34–36	Summon an animal—a rhino (01–25), elephant (26–50), or mouse (51–00).
37–46	*Lightning bolt* (70ft long, 5ft wide), 6d6 damage.
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder).
50–53	*Enlarge* victim if within 60ft of wand.
54–58	*Darkness*, 30ft diameter hemisphere, centred 30ft away from wand.
59–62	Grass grows in 160ft square area before the wand, or grass existing there grows to ten times normal size.

D100	WONDROUS EFFECT
63–65	Vanish any nonliving object of up to 1,000 lb mass and up to 30ft cubed in size.
66–69	*Reduce* wielder to 1/12 height.
70–79	*Fireball*, 6d6 damage, as wand.
80–84	*Invisibility* covers wand wielder.
85–87	Leaves grow from target if within 60ft of wand.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30ft long stream. Each gem deals 1 point of damage to any creature in its path: roll 5d4 for the number of hits.
91–95	Shimmering colours dance and play over a 40ft×30ft area in front of wand. Creatures therein are blinded for 1d6 rounds.
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple.
98–00	*Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60ft.

2.13.5. MAGIC ARMOUR AND SHIELDS

In addition to benefiting armour class, magic armour also lends its bonus to the wearer's saving throws against disintegration, falling, corrosive damage, fire damage, and magical damage. Non-metal magic armour extends this protection to electrical damage as well.

Sometimes magic armour and shields go beyond a simple bonus to armour class. Presented here are a few examples to spur the imagination.

Plate Mail of Ethereality (CFPR): ***+5 plate mail*** that will cause the wearer and everything non-living thing they are wearing or carrying to become ethereal when the command word is spoken. Every time the wearer becomes ethereal, a charge is used. The plate mail holds 20 charges and every 5 uses reduces the AC bonus by 1. Therefore, five uses of a fully charged plate mail of etherealiality reduces the AC bonus to +4, but note the AC bonus is always at least +1, even if all charges are expended. This magical armour cannot be recharged by any means.

Large Shield +1, Missile Deflector (CDFPR): This shield grants +1 to AC against melee weapons but a +4 AC bonus vs missiles or hurled weapons. The shield also grants a 20% magic resistance against *magic missiles* provided, of course, the *magic missile* attack originates from in front of the wielder of the shield.

2.13.6. MAGIC SWORDS

Magic Swords in General

All magic swords receive their bonus in both increased chances "to hit" and increased damage. A ***longsword +1*** would therefore be 5% more likely to hit its target (+1 on all "to hit" rolls) and cause an additional 1 point of damage (+1 to damage rolled) to every successful attack. The section below details magical swords that go beyond simple bonuses applying "to hit" probabilities and damage inflicted. Last of all, this section also deals with the rarest of magic weapons: intelligent swords. The GM is free, of course, to apply the principles of unusual or intelligent swords to any weapon they choose.

Some basic points concerning magical swords: most magical bladed weapons shed light when drawn, even though this property may not always be desirable. There are exceptions to the rule as noted in the individual descriptions but unless otherwise stated, the sword will glow. All holy swords are lawful good in alignment.

Some weapons, including some of these swords, do double or even triple damage when fighting certain types of opponents. The GM must remember to double the damage from the attack before adding the damage bonus. Example: A longsword striking a large opponent in combat deals 1d12 damage. If the longsword was a +3 weapon and attacking a creature to which it magically dealt double damage, the GM would determine damage using the following formula: (1d12×2)+3—and NOT (1d12+3)×2.

Bleeding Sword (AFPRT): A feared weapon, the bleeding sword is a +1 blade with a terrible power. Any wound caused by this weapon is progressive for 10 melee rounds, causing an additional 1 hit point of damage per round up to a total of 10 points. Hit point damage can be halted by binding wounds. All hits from this blade do damage the same way. Wounds caused by this magic sword can only be healed with rest and time; no curative magic of any type will be effective. Even creatures capable of regenerating cannot heal themselves thus, whether this is a natural ability (trolls) or magical ability (***ring of regeneration***).

Dancing Sword (AFPRT): An unusual weapon. During the first round the ***dancing sword*** is used in combat it performs as a +1 blade. Each subsequent round the sword adds an additional +1 bonus up to the maximum of +4 in the fourth round. In round 5 the process begins again, and at this point the blade can "dance."

A ***dancing sword*** can then be loosed from the wielder's hand to fight on its own for 4 rounds, up to 30ft away. The ***dancing sword*** will fight as if still being held by the owner and gains the successive bonuses to its attack and damage each round. When the dancing sword cycles from +4 back to +1 it will return to its owner's hand, where it must be wielded for 4 rounds before being released to dance again.

If the owner declines to grasp the sword when it returns to him or her, or if they move more than 30ft away from the dancing sword, the weapon will fall inanimate to the ground. The sword cannot be physically attacked by its opponent while dancing, though it is subject to magical attacks and effects (examples: *fireball*, *transmute metal to wood*). While the sword is dancing, the wielder can perform any other action they wish, including fighting with another weapon.

Defender (AFPRT): This sword is +4, but the wielder of this sword has the option each round of adding all or part of the bonus to improve armour class. Thus, a fighter could increase their current AC of 2 [18] (plate mail with shield) to AC 0 [20] by deducting 2 points from the sword's +4 bonus and making the sword +2 "to hit" for that round.

Dragonbane (AFPRT): The dragonbane sword is +2 against most opponents,+4 vs all dragons and against one specific type of dragon (determined randomly) deals triple damage. If one of these swords should be determined to be intelligent (see below), it will in no way allow the player to slay a dragon of the same alignment. A chart is included to assist the GM with selecting a dragon type for triple damage. Since a campaign may include other types of dragons, the GM may wish to modify this list.

D10	RESULT
01	Black
02	Blue
03	Brass
04	Bronze
05	Copper
06	Gold
07	Green
08	Red
09	Silver
10	White

Flaming Blade (AFPRT): The blade of this weapon bursts into flame when its command word is spoken, giving illumination as a torch. The sword does not otherwise glow as most other magic swords do. The flame tongue's fiery blade can easily ignite paper, oil, kindling, webs, or dry wood.

The sword is normally +1, but gives a +2 as a ***trollbane*** does, a +3 bonus against creatures that are inflammable, bird-like or have a special attack involving cold, and a +4 against undead. These bonuses do not stack; only the highest bonus should be counted. (Thus, if attacking a skeletal roc, the sword is +4 not +7.)

Frost Brand (AFPRT): The frost brand is normally +3, granting a +6 bonus against any creature using fire as its attack (e.g. red dragons) or dwelling in fire such as fire elementals. This weapon grants special defence against fire; treat the wielder as if they were wearing a ***ring of fire resistance***. The cold-based magic of the blade also has a 50% chance of extinguishing fire for a 10ft radius, including magical fires such as a *wall of fire* but not fire-based attacks such as hell hound breath attacks or fireballs. **Note:** this blade does not shed light when drawn unless the ambient temperature is below freezing.

Giantbane (AFPRT): This sword will be +2 when fighting most foes. Against giant-like humanoids such as ettin or ogres, the giant slayer functions as a +3 blade. Against true giants such as hill giants or storm giants, the sword also does double damage.

Holy Sword (FPRT): In the hands of anyone but a paladin, this is a +2 weapon in every way, with no additional features. In the hands of a paladin the true power of this holy weapon is revealed, acting as +5. The holy sword will also inflict +10 damage against all chaotic evil opponents, *dispel magic* with a 5ft radius as if the paladin were casting the spell as a magic user equal to their own experience level, and create 50% magic resistance in a 5ft radius on command. Note the +10 damage bonus is instead of, not in addition to, the sword's natural +5 damage.

Keenblade (AFPRT): This is a +1 blade regarding "to hit" and damage bonuses, but the ***keenblade*** is a +3 weapon for purposes of determining who or what it can hit. When wielded in combat and a high "to hit" roll is thrown, this powerful blade will sever a random extremity or appendage, including the neck/head. When used in combat, the GM should assign a value to each extremity and dice the result randomly. A lizard man, for example, would have six extremities and a successful hit to sever could be resolved by assigning a value of 1 to the neck, 2 to the left arm, 3 to the right arm, 4 to the left leg, 5 to the right leg, and 6 to the tail; then rolling 1d6 and observing the result.

When using the ***keenblade*** in combat, the chances of severing some appendage are as follows:

OPPONENT IS:	NATURAL (UNADJUSTED) "TO HIT" ROLL
Medium or smaller	18–20
Large	19–20
Solid metal or solid stone	20

The ***keenblade*** is an exception to the glowing magic sword rule. The wielder of the sword can decide whether the blade will shed no light at all, dim light in a 5ft radius circle, light in a 15ft circle, or a bright light as a light spell with a 30ft radius.

Luck Blade (AFPRT): In addition to +1 to AC and damage, the ***luck blade*** also grants its wielder +1 to all saving throws. Additionally, the ***luck blade*** grants 1d4+1 wishes, though the blade does nothing to communicate the number of wishes it holds to its owner.

Magebane (AFPRT): This weapon will always function as at least a +1 sword. When fighting against magic users, spell-casting monsters, monsters with spell-like abilities, gated or extra-planar creatures, conjured monsters, or summoned monsters, the sword will be +2 "to hit" and damage. Note that a non-magical creature which is granted spell casting powers by artificial means, a human fighter wearing a ring of ***spell storing*** for example, does not qualify as magic-using.

Nine Lives Stealer (AFPRT): This weapon is +2. On a "to hit" roll of natural 20 the nine lives stealer will draw the life force from its target, slaying it instantly. This ability can be used 9 times before it is lost forever, though the sword will retain its +2 bonus thereafter. The victim is allowed a saving throw vs magic and, if successful, there is no effect and the sword does not expend a charge.

Trollbane (AFPRT): This weapon is normally +1, but gives a +3 bonus against creatures that regenerate hit points, including those that do so by magical means such as a ring of regeneration.

Vampire Blade (AFPRT): This +2 sword allows the wielder to drain life force from the target. When a natural 20 is rolled the target loses a level of experience along with the appropriate hit die and abilities, as if they had been struck by an undead creature such as a wraith. The absorbed hit points will cure any damage the wielder of the sword has sustained, up to their normal hit point total.

Vorpal Blade (AFPRT): An even deadlier variant of the ***keenblade***, the ***vorpal blade*** is a +3 weapon and on a high attack roll will always decapitate its target. (Not all opponents have heads, nor is every opponent necessarily slain by decapitation.) To determine the chance of this, consult the table below.

OPPONENT IS:	NATURAL (UNADJUSTED) "TO HIT" ROLL
Medium or smaller	17–20
Large	18–20
Solid metal or solid stone	19–20

Werebane (AFPRT): This weapon is normally +1, but gives a +2 bonus against: were-creatures, any creature capable of assuming another creature's form (such as druids or vampires), or a creature which has been polymorphed or shape changed.

Wyrmbane (AFPRT): The sword is normally +1, but gives a +4 against any reptile including but not limited to: dinosaurs, dragons, hydras, lizards, lizard men, snakes, and wyverns.

2.13.6.1. UNUSUAL MAGIC SWORDS

OSRIC defines an "unusual" sword as one which is both self-aware and intelligent. Unusual swords manifest their intelligence in a variety of ways, but they all share the following basic traits: intelligence of 13–18, the ability to communicate, an alignment, a variety of powers, perhaps a special purpose, and an ego. This section will allow the GM to create unusual swords for use in their campaign.

At first glance, a perusal of the various abilities special swords may possess may make them seem like unbalancing items. Worry not. A properly-played intelligent sword can be a mixed blessing and may often turn out to be far more trouble than it is worth.

TABLE 2.13.6.1A: SWORD INTELLIGENCE AND CAPABILITIES

D100	INT	CAPABILITIES	COMMUNICATION
01–75	None	None	None
76–83	13	1 minor power	Low Empathy
84–89	14	2 minor powers	High Empathy
90–94	15	2 minor powers	Speech
95–97	16	3 minor powers	Speech
98–99	17	3 minor powers	Speech
00	18	3 minor powers and 1 major power	Telepathy

Low Empathy: Wielder will feel heat, cold, or tingling from sword hilt and an urge to act when ability functions.

High Empathy: Wielder will feel emotional emanations from the sword.

Speech: Sword will speak its alignment tongue plus 1 or more additional languages determined according to Table 2.13.6.1g.

Telepathy: The sword can communicate telepathically with its owner in any language, over any distance, and may broadcast telepathic communication to all creatures within 30ft, in any language of its choice. The sword understands all spoken languages and can read non-magical text.

TABLE 2.13.6.1B: SWORD ALIGNMENT

Intelligent swords will always have an alignment. Use the table below to generate this randomly, if needed. Holy swords are always lawful good.

D100	ALIGNMENT	D100	ALIGNMENT
01–05	Chaotic Good	31–55	Lawful Good
06–15	Chaotic Neutral	56–60	Lawful Neutral
16–20	Chaotic Evil	61–80	True Neutral
21–25	Neutral Evil	81–00	Neutral Good
26–30	Lawful Evil		

Any neutral sword will permit itself to be wielded by a character matching the non-neutral part of sword's alignment (so a Chaotic Good or Lawful Good character could wield a Neutral Good sword, for instance). True Neutral swords will allow themselves to be wielded by any character with "Neutral" in their alignment (so CN, LN, NG, or NE as well as TN).

Note: Except for neutral-aligned as swords noted above, any character attempting to hold, draw or use an unusual sword of differing alignment will incur damage equal to the sword's ego (see Table 2.13.6.1g).

TABLE 2.13.6.1C: SWORD MINOR POWERS

Minor powers only function when the weapon is drawn and the owner is concentrating on the desired power. A sword can only perform one special ability at a time, and the sword cannot fight and perform an ability. If the same ability is rolled more than once, double or triple the range of ability as appropriate.

D100	MINOR POWER
01–11	Detect evil/good within 10ft radius
12–22	Detect gold or silver within 20ft radius
23–33	Detect shifting rooms or walls within 10ft radius
34–44	Detect sloping passages within 10ft radius
45–55	Detect traps 10ft within radius
56–66	Detect type and number of gems within 5ft radius
67–77	Detect magic within 10ft radius
78–82	Detect secret doors within 5ft radius
83–87	See invisible within 10ft radius
88–92	Locate object with 120ft range
93–98	Roll twice on this table, ignoring results 93–100
99–00	Roll once on major power table instead

TABLE 2.13.6.1D: SWORD MAJOR POWERS

To use a sword's major power, the weapon must be drawn and the owner concentrating on the desired effect. Saving throws for major powers are permitted as applicable. If the same power is rolled more than once, double or triple the range of ability as appropriate.

D100	POWER
01–07	*Charm person* on contact, thrice per day
08–15	*Clairaudience* 30ft range for 1 round, thrice per day
16–22	*Clairvoyance* 30ft range for 1 round, thrice per day
23–28	Determine direction and depth, thrice per day
29–34	*Esp* 30ft range for 1 round, thrice per day
35–41	Flying for 1 hour per day, 120ft move
42–47	*Heal*, once per day
48–54	*Illusion* (as per the ***wand of illusions***), twice per day
55–61	*Levitate* up to 600 lbs for 1 turn, thrice per day
62–67	*Strength* as the spell, once per day (wielder only)
68–75	*Telekinesis* up to 250 lbs for 1 round, once per day
76–81	*Telepathy* 60ft range, twice per day
82–88	*Teleport* as the spell, 600 lbs max, once per day
89–94	X-ray vision 40ft range for 1 turn, twice per day
95–97	Roll twice, ignoring this result
98–99	Player may choose 1 power
00	Roll on special purpose table

SPECIAL PURPOSE SWORDS

The purpose of a sword must always suit its alignment. Killing must be restricted to evil if the sword is of good alignment (example: a good-aligned sword which rolls a result of "21–30 slay clerics or druids" on the following table will only seek to kill evil clerics). Good swords dedicated to slaying monsters will always slay neutral or evil monsters, while evil swords dedicated to slaying monsters will always slay neutral or good monsters.

TABLE 2.13.6.1E: SPECIAL PURPOSE

D100	PURPOSE
01–10	Defeat good or evil
11–20	Defeat law or chaos
21–30	Slay clerics or druids
31–40	Slay diametrically opposed alignment*
41–50	Slay fighters, paladins or rangers
51–60	Slay magic users or illusionists
61–90	Slay non-human monsters
91–00	Slay thieves or assassins

* The True Neutral version of this sword would seek to promote and maintain balance by defeating beings of extreme alignments

TABLE 2.13.6.1F: SPECIAL POWER

The special power generated by this table will only work to forward pursuit of the sword's special purpose. The listed power manifests itself on a hit with the weapon unless the target makes a saving throw vs magic.

D100	POWER
01–10	*Blindness* for 2d6 rounds
11–15	*Cause disease* as the spell (evil aligned swords only)
16–25	*Confusion* for 2d6 rounds
26–30	*Disintegrate*
31–35	*Dispel magic* (single-target)
36–55	*Fear* for 1d4 rounds
56–65	*Insanity* for 1d4 rounds
66–80	*Paralysis* for 1d4 rounds
81	*Petrifaction*
82–90	*Silence* for 1d4 rounds
91–00	*Slow* for 2d6 rounds

TABLE 2.13.6.1G: NON-ALIGNMENT LANGUAGES SPOKEN BY SWORD

Languages should be carefully selected by GM to reflect the purpose of the sword and its abilities.

D100	NUMBER OF LANGUAGES
01–40	1
41–70	2
71–85	3
86–95	4
96–99	5
00	6

TABLE 2.13.6.1H: SWORD EGO

This is the final step in the creation of an intelligent sword. Each attribute the sword possesses is worth ego points, which are totalled to provide an ego rating for the weapon. The ego and intelligence of a weapon are a combination of factors which can lead to the player and their unique weapon struggling for dominance (detailed below). When using the chart below, round 1/2 points upward.

ATTRIBUTE	EGO POINTS
Each + of Sword*	1
Each Language Spoken	1/2
Each Major Power**	2
Each Minor Power**	1
Special Purpose	6
Telepathic Ability	2

* A +1 sword has 1 ego point but if it has a second, higher bonus, those points are added. Example: a ***trollbane*** would have 1 ego point for its basic bonus, plus 3 more for its higher bonus vs regenerating creatures for a total of 4 ego points. Swords with additional powers but no higher bonuses, such as a ***nine lives stealer***, double their bonuses for determining ego. The ***nine lives stealer***, to return to that example, would have 4 ego points.

** For double abilities, double ego points. If triple ability, triple the ego points.

A BATTLE OF THE WILLS: SWORDS VS CHARACTERS

Each unusual sword has a personality score, determined by adding its intelligence score to its ego points. These swords will be very conscientious in following their alignment and if the sword owner is not, a personality conflict arises. If the sword has a substantial ego, 19 or higher, the weapon will consider itself superior to its wielder and if they do not agree with the sword's decisions a personality conflict will arise.

A player character's personality is determined by the formula: Character Level+Intelligence+Charisma = Personality Score. This score will be modified by damage they have taken, reducing Personality Score by 1 point for each group of hp equivalent to the character average hp per level.

For example, Paula the Paladin is 8th level with a constitution score of 15 (+1 hp bonus per die) and 54 total hp. Average hp per level are 54 ÷ 8 = 6.75 and results are rounded off to 7. For every 7 hp of damage Paula sustains in combat, her personality level is reduced by 1.

Whenever personality conflict occurs, the sword will struggle with the player for dominance. The more often the conflict, the greater the struggle and the more unreasonable the demands the sword will make before being mollified.

Such a sword might insist the player fight a foe they would prefer to avoid or parley with—and perhaps seek to bring a fight about, calling out to reveal the character's hiding place, or shouting insults amidst delicate negotiations.

In addition, some swords might insist on gemstones or filigree platinum inlay being added to their blade or pommel, or demand a scabbard made from the hide of a dragon or demon.

If the personality score of the sword should ever become greater than that of the wielder, the sword will be able to dominate the player. The sword will be able to force any or all of the above upon the unfortunate player and, in addition, may refuse to strike a particular foe, or turn a swing so it strikes a comrade or even the sword's own wielder.

The above should be carefully adjudicated by the GM. A holy sword with a powerful personality in the hands of a dedicated paladin would be a dynamic force for good. A neutral good sword with a powerful personality in the hands of the same character might argue with the paladin constantly about how best to approach a situation. An especially dominant or evil sword might even seek to pass into the possession of a weaker character, in order to more completely dominate him or her and be better able to seek its own ends.

Unusual magic swords are like other creatures with a large ego: they will seek to become a force to be reckoned with in their world by being heavily involved in all party activities and especially in combat. These weapons will also feel a strong sense of rivalry with other powerful magic weapons within 60ft and will attempt to lead their wielder into dealing with the rival as the sword's alignment and the alignment of the rival dictates. A chaotic evil sword would seek the destruction of the rival weapon, but a lawful good sword would seek to rescue and recruit a rival weapon to serve its own cause.

Swords of unusual nature are never completely dominated or silenced. Even if greatly outweighed by the owner's personality the sword will be quick to inject its opinion into any discussion, always attempting to gain influence over the player and their companions.

GMs should be ready to play the personality of these swords to the (ahem) hilt, enforcing the quirks and selfish demands of the weapon upon the player at every chance. Play this sword as if it is your very own character, an especially greedy and egotistical one, and strive to the utmost for every gain you can garner for the sword. The role-playing possibilities are endless.

2.13.7. MISCELLANEOUS WEAPONS

Like swords, miscellaneous weapons add their bonus to both the "to hit" probability and damage die rolls. Weapons from the table which are not self-explanatory (e.g. a simple mace +1) are detailed here. Magic arrows that hit their intended target are destroyed; those that miss have a 50% chance of being broken or otherwise rendered unusable. Magic hand axes and hammers can be hurled up to 30ft with the benefit of the attack bonus but losing the damage bonus. Magic spears may be used as either melee or missile weapons. When thrown at a very strong (18.99) or very massive creature, there is a 50% chance the spear will break. Intelligent creatures, if struck by the thrown spear, have a 70% chance of using it against the attacker if struck by the weapon, or 25% likely to attempt to break the spear (spear must save vs a crushing blow). Unintelligent creatures are 25% likely to attempt to break the spear. Missile weapons (pulled bows, crossbows, slings, etc.) grant their "to hit" and damage bonus to missiles launched from them. Bonuses from magic ammunition are cumulative with bonuses from enhanted missile weapons.

Arrow of Slaying (AFPRT): A +3 arrow particularly deadly to a certain type of creature. There is always some mark, usually a rune or pictograph, to denote the type of target the arrow will instantly slay on a successful attack. A chart is included for random determination but the GM is advised to modify the chart to fit their unique milieu. One should note the type can be as general as "humanoid" or as specific as "hobgoblin."

D100	RESULT	D100	RESULT	D100	RESULT
01–02	Clerics	35–36	Golems	69–70	Medusae
03–04	Demi-humans	37–38	Griffons	71–72	Mummies
05–06	Demons	39–40	Halflings	73–74	Naga
07–08	Devils	41–42	Harpies	75–76	Ogres
09–10	Dinosaurs	43–44	Hell Hounds	77–78	Orcs
11–12	Dragons	45–46	Hippogriffs	79–80	Paladins
13–14	Druids	47–48	Hobgoblins	81–82	Rangers
15–16	Dwarfs	49–50	Humanoids	83–84	Reptiles
17–18	Elementals	51–52	Humans	85–86	Skeletons
19–20	Elves	53–54	Hydras	87–88	Spiders
21–22	Ettin	55–56	Illusionists	89–90	Thieves
23–24	Fighters	57–58	Kobolds	91–92	Troglodytes
25–26	Ghouls	59–60	Liches	93–94	Trolls
27–28	Giants	61–62	Lizard Men	95–96	Undead
29–30	Gnolls	63–64	Lycanthropes	97–98	Vampires
31–32	Gnomes	65–66	Magic Users	99–00	Zombies
33–34	Goblins	67–68	Mammals		

Axe of Hurling (AFPR): A +2 magic hand axe specially made for throwing up to 60ft and retaining both its "to hit" and damage bonus when used as a missile weapon.

Crossbow of Accuracy (AFPRT): Besides a +3 bonus on "to hit" and damage rolls, all attacks with this weapon are considered short range. 10% of these weapons are heavy crossbows.

Crossbow of Range (AFPRT): This +1 crossbow has double the range in all categories of standard crossbows. 20% of these weapons are heavy crossbows.

Crossbow of Speed (AFPRT): This +1 weapon allows double the normal firing rate of normal crossbows. When determining randomly, 10% of these weapons are heavy crossbows.

Dagger of Venom (AFT): A +1 dagger which, on a natural hit roll of 20, injects a dose of lethal poison into its victim, though the target gets a saving throw vs poison to negate. The dagger can hold six doses of poison in a tiny compartment in the hilt and can be refilled. Use of this weapon by good-aligned characters should be closely monitored.

Hammer of the Dwarfs (F): Usually functions as a ***+2 hammer***. In the hands of a dwarfish fighter who knows the command word, however, this weapon is a full ***+3 warhammer*** with additional capabilities. In this case, the ***hammer of the dwarfs*** retains its attack and damage bonus when hurled as a missile weapon, doing double damage if it hits and boomeranging back to its owner. If thrown at a giant opponent (including ogres, trolls, and ettin) the hammer will cause triple damage if it hits.

Holy Mace (CFPR): A ***+1 mace*** with special powers vs evil creatures and the undead. The mace has a neutral good alignment and does 5d4 points of bonus damage to any evil target it strikes. Against the undead, however, the holy mace reveals its true power. When the mace strikes a demon, devil, or undead creature, a turn undead roll is made on the Turning Undead table as the wielder were a 12th level cleric. If the creature fails its roll it is immediately blasted out of existence by the holy power of the mace. Some creatures (example: skeletons, zombies, and ghouls) are automatically destroyed. Stronger undead creatures which have a numerical result instead of a "T" or "D" on the matrix get that number as a saving throw vs disruption. Even if the undead target makes its saving throw or is immune to disruption, the mace will still deal double the damage plus double the damage bonus.

Sling of the Halfling (AFPRT): Grants +2 "to hit" and damage rolls, but is figured as a +1 weapon in terms of which creatures it can affect.

Trident/Fork (AFPRT): A shorter than normal trident with a 6ft haft, usable as a melee or missile weapon but too short in this mode to be set against a charge. When the command word is spoken, the trident lengthens into a full pole arm and can be set against a charge as a normal pole arm. In either mode, the weapon is +3 "to hit" and damage.

2.13.8. MISCELLANEOUS MAGIC

The enchanting of items is in no way limited to such things as rings, wands and weapons. In fact, all manner of objects can be—and have been—made magical. Hence the need for a category devoted entirely to miscellaneous magic.

As a general rule, the properties of any item will only become apparent through careful and determined examination and experimentation. Very rare indeed is an object that comes with an instruction manual!

Note on Books: All magical books, tomes, volumes etc. appear on cursory inspection as non-magical volumes of arcana. The only spells that will aid in distinguishing one type of magical tome from another are *identify* and *wish*. All other spells or powers are useless in this regard. Two wishes are required to determine the exact nature of any book, the first revealing only the general classes or characteristics most affected (but not whether for good or ill!). Most books will immediately disappear after being read, although a GM may of course decide to have a detrimental work stay with a character until a *remove curse* is employed.

Efreet Bottle (CDIM): An ornate bronze or brass bottle sealed with a lead stopper engraved with many runes of power, though often a thin stream of smoke can be seen leaking from the seal. Once per day the command word can be spoken, allowing the bottle to be opened. Doing so frees an efreet imprisoned within. Roll d100; 01–10 means the freed efreet is insane and immediately attacks anyone near the bottle, though it will not fight to the death. Unless the efreet clearly outmatches the party it will likely melee a few rounds and then flee to its home plane. On a result of 91–00 the efreet grants the owner 3 wishes then immediately disappears forever. The rest of the time (11–90) the efreet will agree to serve the owner of the bottle for up to 10 minutes that day and follow all commands to the best of its ability. Every time the efreet is freed from its prison this result must be rechecked.

Ahmek's Copious Coin Purse (any): Ahmek was a wizard turned sage who, legends say, was always forgetting to put money in his purse. This magic item is an exquisitely-crafted leather poke sewn from four leather panels, alternating black with a golden yellow colour. When found, the purse will contain the following: 5 cp, 5 sp, 2 ep, 15 gp, 3 pp. No matter how many coins are removed from or added to the poke, the number of coins will always reset to these amounts at midnight.

Alchemy Jug (IM): This jug appears as an ordinary ewer or beaker, but will, on command, produce various liquids when poured. The type and quantity of liquid is as follows:

Salt water	16 gallons	**Oil**	1 pint
Fresh water	8 gallons	**Aqua regia**	8 ounces
Beer	4 gallons	**Alcohol**	4 ounces
Vinegar	2 gallons	**Chlorine**	1 ounce
Wine	1 gallon	**Cyanide**	1/2 ounce
Ammonia	1 quart		

The amount listed for each liquid can be produced up to 7 times per day, at a maximum rate of 2 gallons per round. Only one type of liquid can be produced per day, however.

Amulet of Health (any): This magic necklace grants the wearer a constitution bonus of +1.

Amulet of Mighty Fists (any): A magical necklace which, when worn, bestows a bonus of +1 "to hit" on all weaponless physical attacks.

Amulet of Natural Armour (any): A magical amulet granting the wearer +1 to +4 to AC (roll 1d4 to determine the bonus). Determine gold piece value according to AC bonus; +1 = 2,000gp, +2 = 8,000gp, +3 = 18,000gp, +4 = 32,000gp.

Amulet of Life Protection (any): The wearer of this brooch is protected against attacks on their soul. The charm completely safeguards its wearer from possession, whether as the result of a spell or through the efforts of a demon, devil or like being. Furthermore, should the wearer be slain, their soul will enter the amulet and be protected for up to 1 week. If the amulet is destroyed during that time, however, the soul is destroyed along with it.

Amulet of the Planes (any): This amulet enables its wearer, once experienced with its use, to instantaneously and without error travel to extra–planar realities. Until the wearer learns how to use the amulet, however, the destination will be entirely random!

Amulet of Proof Against Detection or Location (any): This amulet provides protection against all forms of scrying. Thus spells such as *clairvoyance* or *clairaudience*, devices such as crystal balls, and mental or magical powers such as ESP or telepathy (or, in fact, anything short of consulting a major extra-planar power) are completely ineffective in locating its wearer.

Apparatus of Kuwelish (any): This device appears to be a large iron barrel. A secret compartment at one end contains 10 levers, each of which controls a different aspect of the apparatus:.

1. Extend/retract legs and tail
2. Uncover/cover forward porthole
3. Uncover/cover side portholes
4. Extend/retract pincers and feelers
5. Snap pincers
6. Move forward/reverse
7. Move left/right
8. Open/close "eyes" that shine with continual light
9. Raise/sink
10. Open/close hatch

The apparatus moves at 30ft per round forward and 60ft per round in reverse. The pincers snap for 2d6 damage each, attacking as a 4HD monster but treating all AC as 0 [20] (modified by dexterity adjustments, if any). They can be extended to a maximum of 4ft from the barrel. The apparatus itself has an AC of 0 [20] and can sustain 100 hit points of damage before leaking and 200 hp of damage before collapsing entirely. It can dive to a maximum depth of 900ft and can hold 2 medium–sized creatures for 2–5 hours before needing to replenish its air supply.

Arrow of Direction (any): This appears to be an ordinary arrow, although a *detect magic* spell will reveal that it has eldritch properties. Unlike other magic arrows, its enchantment does not aid in combat, however. Instead, once per day the arrow of direction can be used—by tossing it in the air and noting which direction it points when it lands—to show the way to one of several specific features: a stairway or sloping passage (either up or down), or the entrance or exit to a dungeon, cavern or cave. The feature sought must be identified either by distance (nearest, lowest, etc.) or by direction (north, leftmost, etc.). The query can be repeated up to 7 times over the next 7 turns.

Bag of Holding (any): A most wonderful item, this is a bag larger on the inside than on the outside. This magical sack also reduces the apparent weight of the contents of the bag. Bag capacity, volume, weight, and apparent weight all vary by type listed on the table below. Overloading the bag destroys both bag and contents, as does piercing the bag from either without or within. Turning a bag inside out empties all contents out onto the ground and the bag cannot be used again until it is turned back. A living creature can be placed into the bag but there is only enough air to sustain for 10 minutes, after which the creature will suffocate and die.

The extra-dimensional space of the ***bag of holding*** is incompatible with that of the ***portable hole***. Placing a ***bag of holding*** into a ***portable hole*** will open a rift into the Astral Plane and suck both objects and their content into astral space, lost forever. If a ***portable hole*** is placed into a ***bag of holding***, a gate into the Astral Plane is opened, destroying both objects and pulling anyone standing within 10ft into the Astral Plane.

TYPE	WEIGHT, LBS	CAPACITY, LBS	CAPACITY, CUBIC FT	VALUE (GP)
I	15	250	30	2,500
II	25	500	70	5,000
III	35	1,000	150	7,400
IV	60	1,500	250	10,000

Bag of Tricks (any): There are 3 known types of this particular magic item, detailed below, but all work the same way. The owner reaches into the bag and draws out the small, fuzzy ball inside. The ball can be thrown up to 20ft away and it then becomes an animal which will serve the user for 10 minutes, until slain, or until ordered back into the bag. The animal is under control of the person who drew it from the bag and will follow simple commands such as attack, stay, guard, follow, and the like. Each of the three types, differentiated by colour, produces different animals, determined randomly every time the bag is used. Only 1 animal may exist at a time and a maximum of 10 animals may be drawn from the bag in 1 week.

BAG OF TRICKS

GREY		RUST		TAN	
D100	**ANIMAL**	**D100**	**ANIMAL**	**D100**	**ANIMAL**
01–30	Bat	01–30	Wolverine	01–30	Brown Bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy Warhorse*
76–90	Weasel	86–00	Black Bear	81–90	Tiger
91–00	Badger			91–00	Rhinoceros

* Appears with harness and tack and will accept the person who drew it from the bag as a rider.

Bead of Force (any): A tiny bead of what appears to be made of dull, black glass. This item can be hurled up to 60ft with no range penalty incurred, exploding on impact and dealing 5d6 points of damage to all creatures within 10ft of the point of impact. The explosion also creates a resilient sphere with a radius of 10ft and a duration of 10 minutes. The bead's target will be imprisoned within a sphere of energy that can only be dispelled by a ***rod of cancellation,*** a ***rod of negation***, *disintegrate*, or a targeted *dispel magic* spell. A dispelled resilient sphere will vanish harmlessly. Nothing can pass into or out of the sphere, though there is enough air contained within the sphere to prevent the prisoner from suffocating. The sphere is immovable from its initial location by any magical or physical means.

Belt of Dwarfkind (any): This magical girdle grants anyone putting it on a +4 to charisma when dealing with dwarfs, +2 charisma when dealing with halflings or gnomes, and -2 for all other ancestries. If the wearer is not a dwarf, they also gain all the engineering-based ancestral abilities of a dwarf (slanting passages, detect traps, et al.); +1 constitution; and +2 on saves vs poison, spells, or spell-like effects.

Belt of Giant Strength (FPR): This wide leather belt grants the wearer a strength bonus of +3 to +6 (1d4+2) on "to hit" rolls and +7 to +12 (1d6+6) on damage, except that it does not enhance "to hit" or damage rolls with missile weapons. However, while wearing the belt, a character may throw rocks as a hill giant does. Determine gp value by squaring the strength bonus (i.e., +3 = 9,000gp, +4 = 16,000gp, etc.)

Blemish Blotter (any): A blue crystalline object about the size and shape of a sling bullet, the blemish blotter soaks up imperfections from gemstones. Any gemstone within 6 inches of a blemish blotter for more than 1 minute has a 20% chance of increasing in value by 20%. Improving a jewel costs the blotter 1 charge and every blotter has (1d6×10)+40 charges. As charges are expended, the heart of the blotter turns scarlet and this area grows with each expended charge. When the last charge is expended the scarlet blotter crumbles into dust. This item can affect no jewel more than once.

Blessed Book (IM): An exceptionally made travelling spell book with magical properties, the blessed book is about 12-in×8-in and 1-in thick, with 1,000 pages. The book is quite durable; iron-bound and inlaid with silver protective runes and a sturdy lock. A magic user or illusionist can write spells into the blessed book without incurring the costs normally associated with inscribing spells in a spell book or travelling spell book. When found as a randomly generated treasure, this book is usually empty of spells.

Boat, Folding (any): A 12-in×12-in×6-in wooden box which can be used as an ordinary storage container. The box is capable of unfolding itself into two different-sized water vessels, depending upon the command word used. The first type of vessel is a boat 10ft×4ft×2ft and comes complete with: 1 pair of oars, anchor, mast, and lateen sail. The second form, a ship, is 24ft×8ft×6ft and comes equipped with 5 pairs of oars, anchor, mast, square sail, a deck and hold, a deck cabin, and single rowing seats. Any objects stored in the box before transformation are now stowed in the vessel. The boat can comfortably hold four human-sized passengers and the ship can easily accommodate 15. Upon command, the boat or ship will fold back into a box.

Note Regarding Magic Footwear: These items will magically resize to fit any player character class from the OSRIC core rulebook, unless otherwise noted in the item description. The rule of thumb for size limitation is: halfling size at the small end and the very largest of humans at the other. As always, however, this may not apply in your campaign at your GM's discretion. In all cases, both boots must be worn before any magical effect takes place.

Boots of Elvenkind (any): Soft leather footwear which allows one to move silently, even in the worst of conditions such as a creaky stair. Chance of success varies from about 95% for the absolute worst conditions to 100% for most conditions.

Boots of Levitation (any): Allow the user to levitate or descend up to 20ft per round, no limit on usage. These boots are not capable of lifting a total weight of more than about 600 lbs. Aerial agility level is only I.

Boots of Speed (any): When activated by clicking one's heels together, the wearer's movement speed is doubled and their AC improves by +2.

Boots of Striding and Springing (any): This magical footwear increases the wearer's base speed to 120ft and grants the ability to spring vertically 15ft, backward 9ft and forward 30ft. This springing movement can be used in combat to attack and spring away if the wearer has initiative but under such conditions the wearer has a base 20% chance to stumble, decreased by 1% for every point of dexterity over 12. Carved into the side of the left boot heel is the name "Jak".

Boots of Teleportation (any): Allow the user to *teleport*, as the spell, up to 3 times per day.

Boots of the Winterlands (any): These boots allow movement at normal rates across snow and the wearer will leave no tracks to mark their passage. Boots of the winterlands also allow normal movement across ice and icy surfaces without slipping or falling, though the surface must be horizontal. The boots also affect the wearer as a *resist cold* spell as long as they are worn, with no time limit.

Boots, Winged (any): When the command word is spoken, these ordinary appearing boots sprout wings at the heel and allow the wearer to *fly*, as the spell (aerial agility: level IV). This power is usable up to 3 times per day with a maximum duration of 5 minutes per flight.

Bottle of Air (any): An ordinary-appearing stoppered glass bottle. When uncorked in an airless environment, however, the bottle will produce a steady stream of air until it is again within a breathable atmosphere or the bottle is recapped. This allows the holder to breathe underwater by "drinking" from the bottle. The bottle may even be passed among multiple users.

Bowl Commanding Water Elementals (DM): A stoneware bowl 1ft in diameter, 6 inches deep, and usually made of a semi-precious stone; malachite, jade, or lapis lazuli are particularly favoured for this purpose. Filling the bowl with water and chanting the summoning words for 1 round causes a 12 HD water elemental to appear. The creature summoned behaves as if called by a *conjure elemental* spell. Only one water elemental may be summoned at a time; a new one cannot be called forth until the previous elemental is dismissed, slain, or dispelled. If salt water is used instead of fresh water, the summoned elemental will have 16 HD rather than 12.

Bracelet of Friends (CDIM): A finely-made silver charm bracelet with four charms. The wearer may key each charm to a specific person and thereafter when the charm is grasped and the keyed individual's name spoken, that person is summoned to the wearer's location, along with all of their equipment. The summoned person must be on the same plane as the wearer, and must willingly answer the call (the keyed individual knows who is issuing the summons). Each individual charm has 1 use and disappears afterwards, if separated from the bracelet the charm becomes worthless.

Bracers of Archery, Greater (AFPRT): This pair of items grants proficiency in the use of any bow or crossbow. If the wearer is already proficient in the use of a bow they will gain +2 to attack and +1 damage when using that weapon.

Bracers of Archery, Lesser (AFPRT): Similar to the greater bracers of archery, but these only grant +1 "to hit" and no damage bonus for wearers already proficient with a bow or crossbow.

Bracers of Armour (any): When worn, this pair of armoured wrist guards grant from +1 to +8 magical enhancement to the wearer's AC—but only when the wearer wears no other armour, nor a shield. These bracers are therefore highly prized by magic users. Determine gp value by squaring the AC bonus (i.e., +1 = 1,000, +2 = 4,000, +3 = 9,000, and so on).

Brazier of Commanding Fire Elementals (DM): When a fire is lit in this black iron brazier, and the words of summoning chanted for 1 round, a 12 HD fire elemental appears and behaves as if called by a *conjure elemental* spell. If brimstone is added to the fire before chanting, the fire elemental will be of 16 HD. Only one fire elemental may be summoned at a time; a new one cannot be called forth until the previous elemental is dismissed, slain, or dispelled.

Brooch of Instigation (any): This shoulder pin grants the wearer a +1 to AC and saving throws, and also has the affect of sending a silent boast to all living creatures in the area. This boast is a mental effect much like *ESP*, touting the wearer's prowess in battle, and therefore does not work on the undead or mindless creatures. The boast has the result of doubling the chances of wandering monsters, a +10% to any opponent's morale checks, and a -10% to reaction bonus checks. Once a person touches the brooch, they will be unable to rid themselves of it until a remove curse or atonement is cast upon the unfortunate victim.

Brooch of Shielding (any): In addition to its mundane function as a clasp for a cloak or cape, this brooch can absorb magic missiles generated either by spell or spell-like ability. After absorbing 101 points of magic missile damage, the brooch melts into a useless clump of metal.

Broom of Flying (M): This broom allows the user to fly up to 9 hours cumulative per day. Carrying up to 200 lbs the broom travels at 400ft and carrying up to 400 lbs the broom travels 300ft. The broom can be commanded to auto-pilot to any destination named by the owner at a speed of 40ft, so long as the owner is reasonably familiar with the location and layout of the intended destination. The broom can be summoned to its rider with a command word from as far as 300 yards away. Its aerial agility level is IV (see Chapter 3). Every known ***broom of flying*** reported has the name "Hazel" engraved upon the handle.

Candle of Invocation (C): These candles come in 9 different types, each specific to an alignment. Any individual within 30ft of a burning candle of like alignment is at +2 "to hit" and saving throws. A cleric of like alignment to a ***candle of invocation*** will determine the number of divine spells knowable as if they were 2 levels higher, if they burn the candle immediately prior to their daily meditation. They will even be granted and use spells of the higher level, although these spells are usable only so long as the candle is burning. The ***candle of invocation*** normally burns for about 4 hours.

The candle can also be used to cast a gate spell and the being responding will be of the same alignment as the candle. When casting gate the candle is completely and instantly consumed.

The candle can be blown out as easily as any ordinary candle. Thus, the user may sometimes place the candle in a lantern to protect the flame—this does not interfere in any way with the magical effects.

Candle of Truth (CP): When burned, this pure white candle creates a zone of truthfulness in a 5ft radius around the candle for 1 hour. Within this zone any question put to a creature must be truthfully answered. A saving throw vs spells (unlisted categories) is allowed. The candle burns for 1 hour but if extinguished before that time the effects are dispelled and the candle's magic is ruined.

Cape of the Mountebank (AT): This brightly coloured (some might say gaudy) cape allows the wearer to cast *dimension door* upon him- or herself once per day, disappearing in a cloud of smoke and arriving the same way at their new location.

Carpet of Flying (any): Allows unlimited flight or hovering, and is activated by speaking the command word. The owner need only be within voice range to activate the rug and it may be controlled with spoken directions. There are 3 common sizes of rugs (see table, below) with varying weight capacities but all travel at 400ft. Overweight movement is reduced to 30ft but no carpet may carry more than double its capacity. Although the carpet can hover, its aerial agility level is only IV (see Section 2.4.1.5: *Aerial Agility*).

SIZE	CAPACITY	VALUE (GP)
5ft×5ft	200 lbs	20,000
5ft×10ft	400 lbs	53,000
10ft×10ft	800 lbs	60,000

Censer of Controlling Air Elementals (DM): A 6-in wide, 1-in high golden vessel. When filled with incense and lit, chanting the words of summoning for 1 round causes a 12 HD air elemental to appear as if summoned by a *conjure elemental* spell. If incense of meditation is used the air elemental will be of 16 HD. Only one elemental may be summoned at a time and another cannot be called until the first is slain, dispelled, or dismissed.

Chime of Interruption (any): The loud, clear sound of this instrument prevents any spell requiring a verbal component from being cast within 30ft unless a saving throw vs wands is made. The chiming sound lasts for 3 full minutes and the chime of interruption can be struck once every 10 minutes.

Chime of Opening (any): Striking this magical chime causes whatever it is pointed at to open. The sound of the ***chime of opening*** affects all doors, lids, locks, portals, and valves. The magic of the chime will even dispel a *hold portal* or *wizard lock* if cast by a magic user below 15th level. It should be noted the device only affects 1 form of locking per use, so a locked door with a *hold portal* cast upon it will require 2 soundings of the chime. A *silence, 15ft radius* spell will render the device useless for the duration of the spell. A new ***chime of opening*** comes with 10 uses; the chime cracks in half with the last use.

Circlet of Blasting, Major (M): An elaborate golden headband with a large red ruby set in the middle. Once per day the ruby can emit a 60ft beam of searing light which causes 40 points of damage. The circlet and the ruby are tuned to each other; removing the ruby destroys the magic.

Circlet of Blasting, Minor (M): A simple golden headband with a small red ruby set in the middle. Once per day the ruby can emit a 60ft beam of searing light that causes 3d8 points of damage. The circlet and the ruby are tuned to each other; removing the ruby destroys the magic.

Circlet of Persuasion (any): An ornate silver headband which increases the wearer's charisma by +3 while worn.

Cloak of Arachnida (any): A black garment of silk, woven in patterns reminiscent of spider webs. This magic cloak grants the wearer immunity to entrapment by mundane or magical webs, allows movement at half speed through any webbed area, and allows the owner to cast *web* as a 10th level magic user once per day. The cloak also allows the user to spider climb as per the spell up to 10 rounds cumulative per day. Finally, the wearer of the cloak of arachnida gains a +2 bonus on all saves vs spider poisons.

Cloak of the Bat (any): This black or dark brown cloth robe allows the user to fly for up to 7 minutes, followed by a like number of minutes resting during which the cloak recharges itself. The ***cloak of the bat*** actually allows flying in 2 different modes, but both require darkness or a near lightless environment in which to operate. The wearer can a 20% bonus to hide in shadows checks.

Cloak of Charisma (any): A finely-made cloak suitable for a lord or lady, this garment enhances the wearer's charisma by +2.

Cloak of Displacement, Major (any): This cloak blurs the wearer's outline. The cloak can be used in this manner up to a cumulative 15 rounds per day, divided as the wearer chooses. While the blurring effect is in operation, all physical attacks against the cloak's wearer are at -4 and they gain +2 on saving throws vs magic.

Cloak of Displacement, Minor (any): As the major cloak of displacement, except the effect is continual and defence bonuses are halved: physical attacks are at -2 and saves are at +1.

Cloak of Elvenkind (any): This neutral grey or green cloak appears normal until the hood is drawn up over the head. At that point the wearer becomes 100% invisible in natural outdoor settings, with effectiveness decreasing as natural growth decreases, down to about 95% in open fields. In most darkness or low-light conditions in non-natural settings invisibility is still quite good, around 90% for dark urban settings and 95% for torchlit or dungeon settings. A wearer attempting to move stealthily in a brightly-lit area still gains 50% invisibility. 90%

of these cloaks are sized for elf-size to man-size wearers. The remaining 10% are sized for halfling-sized creatures (about 4ft tall). This item requires careful adjudication by the GM.

Cloak of Etherealness (any): This garment has a silvery-grey sheen to it and catches the light in a curious manner. Upon uttering the command word the wearer becomes ethereal for up to 10 rounds per day. The total time can be divided up among multiple uses as the wearer sees fit.

Cloak of the Manta Ray (any): A magical garment which appears as an ordinary leather cloak until the wearer enters salt water. At that time the cloak adheres to the wearer, making him or her 90% identical in appearance to a manta ray.

The cloak's owner is AC 6 [14] but gains any AC bonuses from magic items or magic armour worn, and can release their arms from the cloak to attack normally with carried weapons. The wearer also gains the ability to breathe underwater and a swimming speed of 60ft, plus an extra tail-spine attack for 1d6 points of damage.

Cloak of Resistance (any): This cloak grants a bonus on all saving throws. When it is first put on, roll d100 to determine its effect:

D100	EFFECT	VALUE (GP)
01–50	+1 to all saves	1,000
51–75	+2 to all saves	4,000
76–90	+3 to all saves	9,000
91-99	+4 to all saves	16,000
00	+5 to all saves	25,000

Crystal Ball (IM): This magic crystal sphere of about 6-in diameter allows the user to see over any distance and even into other planes. The more well known to the user the person or place sought is, the higher the chance of success. Some crystal balls grant additional powers (see table, below). This item requires careful adjudication by the GM.

D100	CRYSTAL BALL ADDITIONAL ABILITIES
01-75	None
76-85	Clairaudience
86-90	See Invisibility
91-95	ESP
96-00	True Seeing

Cube of Force (any): This item appears as a normal-sized six-sided die of ancient yellowed ivory, or carved bone, or any one of a number of hard minerals. The cube projects a square wall of force 10ft on a side around the user, moving with him and rendering him impervious to a specific type of attack. The cube of force has 36 charges and recharges itself at midnight every 24 hours, though there have been rumours of some cubes recharging at noon. Each face of the cube generates a different type of force wall, each power uses charges at a different rate, and each wall limits movement of the user to a degree; consult the first following table.

When the cube is active, attacks causing excessive damage sap charges from it at a higher rate: damage in excess of 30 points in one attack burns off 1 charge for every 10 points of damage over 30. Certain spells or magic items also drain off extra charges from the cube, see second following table.

# PIPS	CHARGES/ MINUTE	MAX. MOVEMENT	EFFECT
1	1	30ft	Keeps out gas, wind, smoke, etc.
2	2	20ft	Keeps out non-living matter
3	3	15ft	Keeps out living matter
4	4	10ft	Keeps out magic
5	6	10ft	Keeps out everything
6	0	—	Deactivates

ATTACK	EXTRA CHARGES USED
Horn of Blasting	6
Wall of Fire	2
Passwall	3
Disintegrate	6
Phase Door	5
Prismatic Spray	7

Cube of Frost Resistance (any): A crystalline but featureless cube about 3/4-in square. Activating this device creases a cube-shaped wall of force with 10ft sides centred around the user and moving with him or her unless they place the device on a surface after activation. The temperature inside the cube is always 65°F no matter the surroundings, and the force wall absorbs all cold-based attacks, whether natural or magical. If the field absorbs more than 50 total points of cold-based damage in 1 round the force wall collapses and the cube cannot be reactivated for a period of 1 hour. Additionally, if the cube of frost resistance absorbs more than 100 points of cold damage in 10 rounds it is destroyed.

Cubic Gate (CDIM): This 3/4-in square magic item is a six-sided die of the finest carnelian and adorned with gold inlaid pips. Each of the sides of the Cubic Gate can be activated by pressing it, opening a gate to random point on a specific plane. Side #1 of the cube is always keyed to the Prime Material Plane, the other sides will be assigned or randomly generated by the GM. Any time a gate is opened to any plane besides the Prime Material, there is a non-cumulative 10% chance per round a denizen of that plane sees the gate and comes through to investigate, and depending upon the plane contacted, such creatures will rarely have a favourable reaction to the PCs. Pressing a cube side twice in rapid succession will instantly transport the user and all creatures adjacent to him to a random point on the plane to which that side is keyed. Unwilling beings gain a saving throw vs petrifaction to avoid this plane-shift.

Dark Skull (C): This likeness of a human skull is artfully and cunningly carved from a block of darkest ebony, and it is unrelentingly and entirely evil. The presence of the ***dark skull*** makes any site, building, or structure an unholy site and gains 3 major effects in a 40ft radius around the skull.

First, the structure or site is guarded by a magic *circle of protection from good* (as the 1st level cleric spell). Next, all turning attempts by good-aligned or neutral characters within the structure or site are made at -4, while evil characters gain a +4 bonus to their own turning attempts. Magic resistance does not apply to this effect. Third, the user of the skull may choose to fix a single spell effect to the unhallowed site. Regardless of the normal parameters for the spell, this usage will last for 1 full year and will be effective throughout the entire site or structure.

The user can further designate whether the spell effects will apply to all creatures or creatures of a particular faith or alignment. Though the spell effects lapse after 1 year, they are quickly and easily renewed using the ***dark skull***, often as part of an unholy annual ritual. Commonly favoured spells for binding include: *cause blindness*, *chant*, *curse*, *detect good*, *know alignment* and *true seeing*; though the choice is up to the user. Saving throws and magic resistance apply normally for these fixed spells.

The skull will negate but not dispel a hallowed site with its presence; removing the ***dark skull*** will restore a holy place to its rightful status. Only one ***dark skull*** may operate in an area at any given time.

Decanter of Endless Water (any): A leathern flask of ordinary workmanship and appearance. When the user removes the stopper and speaks the proper command word, often inscribed on the bottom of the flask, the decanter produces fresh or salt water in various volumes and at different velocities, with separate command words for each. A command word also stops water flow.

- **Stream:** Pours 1 gallon per round.
- **Fountain:** Emits a 5ft long stream of water flowing at 5 gallons per round.
- **Geyser:** Emits a 20ft long, 1ft wide blast of water flowing at 30 gallons per round.

The *geyser* function creates considerable back pressure and a character with unsteady or precarious footing may be knocked to the ground. *Geyser* creates enough force with its blast of water to inflict 1d4 points of damage to a target within the 20ft range but only one creature per round may be targeted.

Deck of Illusions (any): A set of 34 parchment cards often found in a leather bag or wooden box. Drawing a card from the deck and casting it to the ground creates a convincing illusion of a creature or creatures. The illusion lasts until dispelled or the card is picked up; in both cases the card becomes blank and cannot be used again. The illusory monster moves and acts as if real and obeys the will of the card drawer, though it cannot move more than 30ft away from the card. A randomly-generated deck has a 90% chance of being complete, otherwise 1d20 cards are missing from the deck. A table is provided below with values for both mundane playing cards and tarot cards, and the illusion the card will generate when used.

PLAYING CARD	TAROT CARD	CREATURE(S)
Ace of Hearts	IV. The Emperor	Red Dragon
King of Hearts	Knight of Swords	Male Human Fighter & 4 Guards
Queen of Hearts	Queen of Staves	Female Human Magic User
Jack of Hearts	King of Staves	Male Human Druid
Ten of Hearts	VII. The Chariot	Cloud Giant
Nine of Hearts	Page of Staves	Ettin
Eight of Hearts	Ace of Cups	Bugbear
Two of Hearts	Five of Staves	Goblin
Ace of Diamonds	III. The Empress	Glabrezu (demon)
King of Diamonds	Two of Cups	Male Elf Magic User with Female Apprentice
Queen of Diamonds	Queen of Swords	Female Half-Elf Ranger
Jack of Diamonds	XIV. Temperance	Harpy
Ten of Diamonds	Seven of Staves	Male Half-Orc Fighter
Nine of Diamonds	Four of Pentacles	Ogre Mage
Eight of Diamonds	Ace of Pentacles	Gnoll
Two of Diamonds	Six of Pentacles	Kobold
Ace of Spades	II. The High Priestess	Lich
King of Spades	Three of Staves	3 Male Human Clerics
Queen of Spades	Four of Cups	Medusa
Jack of Spades	Knight of Pentacles	Male Human Paladin
Ten of Spades	Seven of Swords	Frost Giant

PLAYING CARD	TAROT CARD	CREATURE(S)
Nine of Spades	Three of Swords	Troll
Eight of Spades	Ace of Swords	Hobgoblin
Two of Spades	Five of Cups	Goblin
Ace of Clubs	VIII. Strength	Iron Golem
King of Clubs	Page of Pentacles	3 Male Halfling Thieves
Queen of Clubs	Ten of Cups	3 Pixies
Jack of Clubs	Nine of Pentacles	Female Half-Elf Thief
Ten of Clubs	Nine of Staves	Hill Giant
Nine of Clubs	King of Swords	Ogre
Eight of Clubs	Ace of Staves	Orc
Two of Clubs	Five of Cups	Kobold
Joker	Two of Pentacles	Illusion of Deck's Owner
Joker	Two of Staves	Illusion of Deck's Owner with gender reversed

Dimensional Shackles (CDIM): Sturdy shackles forged of cold iron with runes traced in gold upon the surface. Any creature restrained with the shackles will be bound to the Prime Material Plane, no save allowed, until the shackles are removed. The imprisoned creature will be unable to use any spells or spell-like abilities, including summoning spells, which require contact with any plane of existence besides the Prime Material. The shackles will size to fit any creature.

Drums of Panic (any): A pair of kettle drums about 18-in around, mounted on stands. A simply-scribed "K" can be seen on both drum–heads when light hits the skin from a certain angle. When both drums are sounded all creatures more than 20ft and less than 120ft away are affected by a fear spell, saving throw for reduced effects. Creatures in the 20ft safe zone are completely unaffected. The drums of panic can be sounded once per day.

Dust of Appearance (any): Simply put, this fine white powder makes things visible. A handful of this substance projected into the air coats all objects within a 10ft radius and lasts 5 minutes, making even invisible objects appear in plain sight. Within the area of effect the dust negates: invisibility, blur, displacement, phantasms, mirror images, projected images, and illusions—even a hiding creature incurs a -30% penalty on its chance to hide in shadows. ***Dust of appearance*** is typically found stored in sets of 1d4+2 hollowed bone tubes or silk packets.

Dust of Disappearance (any): This fine white powder makes things invisible, as per the 4th level illusionist spell *improved invisibility* but with a duration of 2d6 rounds, though the affected creature will not know when the invisibility ends. A creature coated with dust of disappearance cannot be seen by any means mundane or magical with but one exception: dust of appearance (see above) will negate the invisibility caused by ***dust of disappearance***. Note also an invisible creature may be detected by other means, such as sound or smell. This item is typically found stored in sets of 1d4+2 hollowed bone tubes or silk packets.

Dust of Dryness (any): One application of this wonderful substance will absorb up to 100 gallons of water (fresh, salt, or alkaline) and forming as mall 1-in pellet, either floating or resting where it was cast. This pellet can be forcibly hurled, causing it to break open and release the same volume of water in a most energetic fashion. ***Dust of dryness*** will only affect water, it has no affect on other liquids. This magic dust can also be used to destroy a water elemental, though the monster is allowed a saving throw vs death magic at -5 for 5d6 damage. ***Dust of dryness*** comes packaged in a similar fashion to dust of appearance.

Dust of Illusion (IM): When this magic dust is applied to a living creature, the creature alters appearance as per the 1st level illusionist spell *change self* according to the user's whim, lasting for 2 hours. An unwilling target may save vs spells to negate. The dust comes in 1d4+1 hollow bone tubes; each tube is one application.

Dust of Tracelessness (any): One application of ***dust of tracelessness*** can cause up to 100 square ft of floor space to become dusty and cobwebbed as if abandoned for years, concealing all evidence of anyone passing through the area. The dust can be used on outdoor trails as well, concealing for 250ft of back-trail the passage of up to a dozen troops and their mounts. The dust works instantly and leaves no magical aura to betray its use. Any creature with tracking skills, a ranger for instance, will be severely disadvantaged following a path concealed by ***dust of tracelessness***, allow only a 5% chance of a ranger successfully tracking their quarry in such a case. This item comes in 1d4+2 silk packets, and can easily be sprinkled along a trail or applied all at once to a larger area.

Efficient Quiver (AFPRT): An ordinary-appearing quiver with three compartments, each of which can magically hold many more objects than would seem possible at first look. The first compartment can hold up to 60 arrows or similar objects such as wands. The second compartment can hold up to 18 javelins or magic rods. The third compartment can hold six bows or similarly sized objects such as spears or staves. When the wearer reaches into the quiver, whatever object is desired will be produced.

Elemental Gem (DM): An enchanted gem keyed to one of the four major Elemental Planes. Its appearance varies by plane. ***Air elemental gems*** are crystal clear, ***earth elemental gems*** are brown, ***fire elemental gems*** are bright red, ***water elemental gems*** are turquoise. Smashing the gem releases a 16 hit dice elemental which will serve the player of its own free will and follow their commands to the best of its ability, including fighting any foe the player designates. The elemental lasts for 2 hours or until dispelled or destroyed.

Elixir of Fire Breath (any): This potion enables the drinker to breathe fire up to thrice, targeting a single creature up to 25ft away for 4d6 damage per attack. The target gets a saving throw vs dragon breath for half damage. The ability to breathe fire dissipates after 3 breath attacks or 1 hour, whichever comes first.

Elixir of Hiding (any): Imbibing this potion grants a non-thief character the hide in shadows ability of a 10th level thief for 1 hour. A thief character of 10th level or above drinking the potion gains a 20% bonus to hide in shadows checks for the same period.

Elixir of Swimming (any): Anyone drinking this liquid ignores all clothing, armour, equipment, or any other type of encumbrance while swimming for a period of 1 hour. Thus, an individual wearing plate armour and wearing a fully loaded backpack can swim as if in their small clothes. Note that this potion does not grant any magical ability to breathe underwater.

Elixir of Truth (any): Drinking this elixir will cause one to answer any question truthfully for a period of 10 minutes, though a resisting imbiber is allowed a save vs magic to negate. While under the influence of the potion a person will answer 1 question per round and a secondary save for each question is rolled. The secondary save, if successful, allows the drinker of the potion to decline to answer that question but does not negate the elixir's effects. The law courts and city patrols in more lawful areas favour use of this potion. **Note:** This potion does not give the drinker any knowledge they would not otherwise possess—so some questions will elicit the answer, "I don't know."

Elixir of Vision (any): The drinker of this potion will detect secret and concealed doors and similarly hidden objects like an elf for 1 hour.

Eversmoking Bottle (any): This item looks exactly like an efreet bottle (see above) but, when unstoppered, thick grey smoke begins to issue forth from the bottle. Vision within 50ft of the bottle will be impossible in 1 round, and each consecutive round the radius of the smoke cloud increases 10ft until a maximum of 100ft has been reached. The smoke cannot be dispelled until the bottle is restoppered and the command word is spoken. The smoke dispels in about an hour, although a moderate wind will disperse the smoke in 5 rounds, and a *gust of wind* spell will remove it in 1 round.

Eyes of Charming (IM): The eyes of charming are a pair of crystal lenses which fit over the eyes, granting charm person as a gaze attack. A saving throw is allowed vs spells to negate. If only one lens is used, saving throw is at +5.

Eyes of Doom (IM): Eye lenses which cause an intense feeling of dread as a gaze attack against a single target. The target is allowed a saving throw vs petrifaction to negate. Failing the saving throw means the victim will always attack last in combat and morale checks are at -10%. The use of both lenses allows additional powers. First, the wearer can determine of anyone within 30ft whether they are: dead, undead, feigning death, neither (golems, for instance), near death (3 or fewer hit points remaining), or wounded (4 or more hit points but less than 100%). The wearer can also use fear as a gaze attack once per week, saving throw vs petrifaction allowed. The fear attack is powerful, however, and a target making its save is still -1 to all attacks, damage, and saving throws for 1 round.

Eyes of the Eagle (IM): Wearing both of these crystal lenses allows the user to detect secret and concealed doors and similarly hidden objects as an elf. These lenses work best in pairs. Wearing only 1 will cause a person to become dizzy, drop anything carried in the hands, become unable to take any action, lose any dexterity bonus to AC, and incur a -2 AC penalty. Covering the unlensed eye will prevent this effect.

Eyes of Petrifaction (IM): This item is only effective when used in pairs, granting a petrifaction gaze attack 10 times per day. A saving throw is allowed vs petrifaction to negate effects.

Feather Token (any): A small feather ensorcelled to provide a specific item suitable for a special need. A feather token is a single-use item.

- *Anchor:* Becomes a magical anchor which will render a water craft immobile for 1 day. Market value is 50 gp.
- *Bird:* Transforms into a magical carrier pigeon capable of unerringly bearing a message to its intended recipient. The transformation lasts until the message is delivered. Market value is 300 gp.
- *Fan:* Creates a huge fan which generates a breeze sufficient to propel one ship at approx 25 mph. Though this wind is not cumulative with existing winds, the fan can be used to decrease existing wind to create an area of calm. Note that such a usage will not decrease wave size. The fan can be used for up to 8 hours and will not function on land. Market value is 200 gp.
- *Swan Boat:* Creates a swan-like boat capable of sailing at 60ft and carrying 8 mounted troops and their gear or up to 32 medium-sized characters. The boat lasts for 1 day. Market value is 450 gp.
- *Tree:* Causes a great oak to spring into being. The tree has a 5ft diameter trunk, is 60ft tall, and has a 40ft diameter of branches at its widest point. This is a permanent transformation. Market value is 400 gp.
- *Whip:* Forms a dancing weapon that will wield itself against any opponent designated by the user, attacking as a 10th level fighter and doing 1d6+1 damage. The whip is a +1 weapon and lasts for 1 hour. Market value is 500 gp.

Figurines of Wondrous Power (any): Tiny and skilfully-carved statuettes of creatures in various materials and forms. When the figurine is placed or thrown on the ground and the command word spoken, the statuette becomes a living creature its form resembles. Destroying a statuette shatters the magic; killing the living creature it forms causes the creature to revert to its smaller, figurine form.

1. *Bronze Griffon:* Becomes a griffon under command of the user. This figurine can be used twice per week with a time of 6 hours per use. When this time expires or the command word is spoken, the griffon reverts to statuette form. Market value is 10,000 gp.
2. *Ebony Fly:* Becomes a fly the size of a pony with hit dice and movement rate of a hippogriff but unable to make any attacks. The fly can be used up to 3 times per week for 12 hours each use. Market value is 10,000 gp.
3. *Golden Lions:* These figurines always come in a pair, becoming normal adult male lions on command. The lions can be used once per day for up to 1 hour, though if slain in combat the lions are unusable for 1 week. Market value is 16,500 gp.
4. *Ivory Goats:* A trio of figurines, similar but distinct from one another and filling different functions. Market value is 21,000 gp.
5. *The Goat of Travelling:* A goat large enough to ride, with all the statistics and attacks of a heavy warhorse. This goat can travel for a cumulative 24 hours each week.
6. *The Goat of Travail:* Becomes a very large goat with the statistics of a nightmare plus two horn attacks for 1d8+4 each. The ***goat of travail*** also has a charging attack in which it can use its 2 horn attacks only but adding +6 damage to damage rolls. This figurine can be used once a month for up to 12 hours.
7. *The Goat of Terror:* This figurine becomes a goat large enough to ride, with the statistics of a light war horse. The rider can use the goat's horns as weapons. The left one functions as a lance +2 and the right as a ***+3 longsword***. When ridden in combat the ***goat of terror*** radiates *fear* (as the spell) in a 30ft radius. A save vs spells negates this. This figurine can be used once a fortnight for up to 3 hours total.
8. *Marble Elephant:* This particular figurine is larger than the others, about the size of an adult human hand. The command word causes the statuette to become a full grown elephant. The elephant can function as a beast of burden, a mount, or a combatant and will obey the user's command. The marble elephant is usable four times per month for a period of up to 24 hours each use. Market value is 21,000 gp.
9. *Obsidian Steed:* Unlike the other ***figurines of wondrous power***, this particular figurine appears as a shapeless black rock. Close inspection, however, will reveal a vague resemblance to a horse. Upon command this statuette becomes a heavy warhorse with the following special abilities, usable at will once each per round: first, the steed can fly up to 40ft per round, 30ft if rider is wearing heavy armour. Second, the obsidian steed can plane shift. Third, the mount and its rider (and equipment) can become ethereal. This statuette can be used once per week for up to 24 hours. Market value is 28,500 gp.
10. *Onyx Dog:* This statuette becomes a large dog similar to a war dog but with an intelligence of 8, the ability to track as a 10th level ranger, 60ft infravision, and can see invisible. The onyx dog is large and strong enough to bear a small creature as a rider. This figurine may be used for up to six hours in any given week. Market value is 15,500 gp.
11. *Serpentine Owl:* With the proper command word, this statuette becomes either a horned owl or a giant owl. This transformation can take place once per day for up to 8 hours. The owl will communicate all it sees and hears to its owner via telepathic means but, unfortunately, after three transformations into giant owl form, the statuette crumbles into useless dust. In either form, the owl is completely silent, can see in the dark, and has keen hearing. Market value is 9,100 gp.
12. *Silver Raven:* Upon command this figurine becomes a raven but retains it silvery metallic surface, giving it an AC 0 [20]. The raven can be used as a magical messenger, capable of carrying a message or small token to a designated spot and awaiting the designated recipient of the message. The raven can maintain its animated status for up to 24 hours per week, cumulative. Market value is 3,800 gp.

Gauntlets of Ogre Power (ACDFPRT): Similar to a belt of giant strength, the gauntlets of ogre power permit an additional strength bonus—but the effects are lesser than a belt of giant strength, being +1d3 "to hit" and +1d6 on damage. The effect of the gauntlets is not cumulative with a belt of giant strength (exception: ***hammer of thunderbolts***, see below) and both gauntlets must be worn to achieve the effect.

Gauntlet of Rust (ACDFPRT): A single item. On a successful hit affects metal objects like a rust monster's special attack. Protects all metal gear on the wearer's person from all rust whether mundane or magical, even from a rust monster attack.

Gem of Brightness (CDIM): An ordinary prism-shaped crystal with three powers, activated by command words. The gem's number of charges is determined in the same way as a rod (see "Rods, Staves and Wands"). It may not be recharged.

- *Light:* 30ft radius, requires no charges to activate.
- *Ray of light:* A ray 1-in in diameter and 50ft long. Blinds a single target for 1d4 rounds; a save vs wand negates. Requires 1 charge.
- *Flare:* A 30ft cone of bright light; creatures within the cone must save vs wands or be blind for 1d4 rounds. Requires 5 charges.

Gem of Seeing (any): A finely-cut gem that bestows the benefits of a true seeing spell when looked through. May be used no more than 30 minutes per day.

Gloves of Arrow Snaring (any): Extremely light leather gloves that twice per day allow the wearer to snatch a missile out of the air. Both gloves must be worn and at least one hand must be free for the magic to work. Huge missiles, such as a giant-thrown boulder, are unaffected and the wearer must be aware of the attack for the gloves to function. Casting a spell using a somatic component will negate the benefit of these gloves during the round the spell is cast.

Gloves of Dexterity (AT): Supple leather gloves. When both are worn the wearer receives a dexterity bonus of +1.

Glove of Storing (AT): A single plain-appearing leather glove. Any item up to 20 lbs of weight held in the hand wearing the glove can be commanded to disappear. The item is actually shrunk down into the palm of the glove and held there in stasis and weightless, though spell effects will continue to accrue expiration time. The item can be commanded to reappear by snapping the fingers. Only one item may be stored at a time.

Gloves of Swimming and Climbing (any): Lightweight leather gloves granting the ability to swim at 120ft and climb walls like a 10th level thief. If the wearer is already a thief of 10th level or above, add +10% to their Climb Walls chance instead. Must be used in pairs.

Goggles of Minute Seeing (any): Crystal magnifying lenses allowing the wearer a 90% chance to detect non-magical traps, secret and concealed doors, and hidden items. Must be used in pairs.

Goggles of Night (any): Dark, opaque crystal lenses which do not impede normal vision in any way. They grant 60ft infravision. Must be used in pairs.

Golem Manual (C or M): Allows creation of the type of golem specified in the book's title. Each manual contains detailed instructions and all necessary spells for creation of a golem, though the cost of the materials to assemble the construct must still be borne by the maker. When the user reaches the final step in the golem creation process the book will burst into flame. Sprinkling the ashes from this magical fire onto the golem activates the construct. There are four kinds: Clay, Flesh, Iron and Stone (roll 1d4 to determine the type found).

Handy Haversack (any): A well-made but otherwise plain leather haversack with two side pouches and brass hardware. Each side pouch functions as a bag of holding and both will hold up to either 20 cubic ft of material or 20 lbs in weight. The main part of the haversack can hold up to 80 cubic ft of material or 80 lbs of weight. No matter how much material is placed into the ***handy haversack*** it will never weigh more than 5 lbs. When the user reaches into the pack for a specific item, that item will always be on top.

Harp of Charming (any): A harp that enables the performer to implant a suggestion into the minds of the listeners, at the rate of one suggestion every 10 minutes. Each listener may attempt a saving throw vs spells for each suggestion attempted and anyone saving is immune to the harp for 24 hours.

Hat of Disguise (any): On command, alters the wearer's appearance as per the change self spell. The hat alters itself to blend in with the disguise.

Headband of Intellect (IM): Adds +1 to wearer's intelligence score while worn.

Helm of Brilliance (any): An ordinary appearing helm that transforms into a brightly polished silver helm encrusted with jewels when donned and the command word spoken.

The gems are imbued with magic abilities. The powers and numbers of each type of gem appear below.

- **10 diamonds:** *prismatic spray*
- **20 rubies:** *wall of fire*
- **30 fire opals:** *fireball* (10d6)
- **40 opals:** daylight (60ft radius, useful against creatures such as vampires or orcs).

The helm can be used once per round and each jewel only functions once. As long as charged gems remain, the helm also has the following powers when activated.

- **Holy Aura:** A bluish light causing 1d6 damage per round to any undead within 30ft.
- **Flaming Weapon:** The wearer can command any weapon they wield to become a flaming weapon (as the ***flaming sword***, q.v.). The transformation takes 1 round and stacks with other weapon special abilities unless the weapon already flames for some other reason.
- **Resist Fire:** Grants *resistance to fire* as per the cleric spell, duration 20 rounds.

Once all jewels lose their magic, the ***helm of brilliance*** transforms back into a mundane helm and all jewels crumble into worthless dust. Any gem removed from the helm also crumbles into dust, whether it is charged or discharged. If the wearer of the helm receives damage from magical fire they must save vs breath weapons. Failure indicates a catastrophic release of all remaining charges on the helm as follows: *prismatic spray* will hit a randomly selected target, including the wearer; *wall of fire* will radiate out in randomly determined directions; *fireballs* will centre on the wearer. The helm and its jewels are, of course, destroyed in the process.

Helm of Comprehend Languages and Read Magic (any): A normal-appearing helmet that grants its wearer the understanding of spoken languages and the written word, including magic.

Helm of Telepathy (any): Grants the wearer the 2nd level arcane spell *ESP*, except the helm also allows two-way telepathic communication between the wearer of the helm and the mind being read. The helm can also implant a *suggestion*, per the spell (and saving throw allowed), once per day.

Helm of Teleportation (any): Grants the wearer the ability *teleport* up to 3 times per day, as per the spell.

Helm of Underwater Action (any): This helm has two lenses which slide down into place in front of the wearer's eyes. These thick lenses bestow the ability to see five times further underwater than normally possible for land-dwelling humans and demi-humans. A command word creates a magical bubble of air around the wearer's head and allows normal breathing underwater until the command word is spoken again.

Horn of Blasting (FPR): When the command word is spoken and the horn sounded, a 40ft cone of sonic energy deals 5d6 damage and deafens targets for 2d6 rounds. Saving throw vs wand negates deafening effect and halves damage. Any crystalline object within the area of effect takes 7d6 damage with no save allowed. The horn can be used as a musical instrument but if the blasting effect is used more than once within a 24 hour period there is a cumulative 20% chance the horn will explode, dealing 10d6 points of damage to the user (no save).

Horn of Blasting, Greater (FPR): As the ***horn of blasting*** above, but damage is increased to 10d6 points, the targets are stunned for 1 round and deafened for 4d6 rounds. A save vs wands reduces damage by half and negates stunning and deafening. If this horn explodes, 20d6 points of damage are dealt to the user (no save).

Horn of Fog (any): Creates a thick, vision-obscuring fog covering a 10ft cube starting next to the user and increasing 10ft in a straight line each round the horn is blown. The fog can be blocked by any substantial structure such as a wall. The fog begins dissipating after 3 rounds and a moderate wind will disperse the fog in 4 rounds, a strong wind in 1 round.

Horn of Goodness/Evil (CP): Depending on the owner's alignment, blowing this brass horn will produce either a *protection from evil, 10ft radius* for good-aligned users or *protection from good, 10ft radius* for evil-aligned users. In either case, the duration of the spell-like effect is 1 hour. A neutral individual gains no benefit from sounding the horn.

Horn of the Tritons (DM): When sounded, the horn of the tritons grants one of the following three powers, per the user's choice.

- **Calm Waters:** Rough waters within a 1 mile radius of the horn will immediately be calmed. This power can also be used to dispel a water elemental, though the elemental gets a saving throw vs magic wands.
- **Summon Monsters:** Summons nearby fish and other aquatic creatures to serve the user (typically 2d6 sharks of up to 8HD). Summoned creatures will obey the summoner to the best of their ability. User must, of course, be in a body of water where such creatures dwell.
- **Fear:** All aquatic creatures within a 500ft radius of the horn with an intelligence of "animal" or less must save vs wands or be afflicted with *fear* as per the magic user spell. A successful save means the horn had only partial effect and the creature makes all attacks and subsequent saving throws at -2.

The horn can be magically sounded once per day, or three times per day by a triton. Any sounding of the horn can be heard by all tritons within 3 miles of the horn.

Horn of Valhalla (special): When the command word is spoken and the horn sounded, human fighters appear to fight on behalf of the summoner. There are four variations of this item listed below, along with their specific powers and prerequisites. A ***horn of Valhalla*** may only be magically sounded once a week. If the horn is used by someone lacking the proper prerequisites the summoned fighters will attack the user. The summoned fighters are equipped with mail shirts, shields, helms, spears, and hand or battle axes. They will obey the orders of the summoner and fight until they or their opponents are slain, or 1 hour has elapsed.

D100	TYPE	SUMMONS	USER REQUIREMENT
01-40	Copper	2d4+1, level 2	None
41-75	Brass	2d4+1, level 3	Spellcaster
76-90	Bronze	2d4, level 4	Fighter or Thief
91-00	Iron	1d4+1, level 5	Fighter or Thief

Horseshoes of Speed (any hoofed animal): An animal shod with four of these magic items increases land travelling speed by 30ft with a proportional increase to jumping distances.

Horseshoes of the Zephyr (any hoofed animal): An animal shod with four of these magic items moves approximately 4–6 in above any roughly horizontal surface. This allows travel over water or other unstable or non-solid surfaces. An animal shod with the ***horseshoes of the zephyr*** leaves no tracks.

Incense of Meditation (C): If a cleric meditates for spells while burning the ***incense of meditation***, any spells gained will have their maximum stated effects (so a *cure light wounds* spell would heal 8hp regardless of the roll). The incense does not alter target saving throws.

Instant Fortress (any): A small metal cube approximately the size of a standard d6. When activated with the command word the cube takes 1 round to grow into a metal tower 20ft square at the base and walls that are 30ft high and extend another 10ft into the ground. The tower will have arrow slits on all four sides and a crenellated battlement at the top. The door of the fortress will face the user and will easily open to their command; no other force of strength or magic will cause the door to open. The tower has 100 hit points and resists the first 20 points of damage from each attack. Damage to the fortress can only be repaired by means of a *wish*, up to 50 points per spell. Anyone standing near the cube at activation and struck by the rapid growth of the fortress takes 10d6 points of damage, save allowed vs petrifaction for half damage.

Deactivation of the fortress is by means of a command word, separate from the activation command word, and the fortress cannot be deactivated unless empty.

Ioun Stones (any): These are magical crystals that orbit the user's head at a distance of 1d3ft and grant various benefits. The stones each have an AC -5 [25], 10 hp, and ignore the first 5 points of damage from all attacks. ***Ioun stones*** may be stored at will but will grant no benefits unless circling the user's head.

COLOUR	SHAPE	EFFECT
Clear	Spindle	Sustains user without food or water
Dusty Rose	Prism	+1 AC
Deep Red	Sphere	+1 dexterity
Incandescent Blue	Sphere	+1 wisdom
Pale Blue	Rhomboid	+1 strength
Pink	Rhomboid	+1 constitution
Pink & Green	Sphere	+1 charisma
Scarlet & Blue	Sphere	+1 intelligence
Dark Blue	Rhomboid	+1 experience level
Vibrant Purple	Prism	Stores 3 levels of spells*
Iridescent	Spindle	Sustains user without air
Pale Lavender	Ellipsoid	Absorbs 4th level spells or lower**
Pearly White	Spindle	Regenerate 1 hp per hour
Pale Green	Prism	User blessed as 1st level cleric spell
Orange	Prism	+2 to all saving throws
Lavender & Green	Ellipsoid	Absorb spells 8th level or lower***

* Spells can only be stored by a spell caster casting them, but once placed in the stone, a spell can be used by anybody.

** After absorbing 20 levels of spells the stone burns out, turning into an inert and worthless dull grey rock. Absorption is not automatic, the user must be aware of the spell attack and must will the spell absorption.

*** After absorbing 50 levels of spells the stone burns out, turning into an inert and worthless dull grey rock. Absorption is not automatic, the user must be aware of the spell attack and must will the spell absorption.

Iron Bands of Binding (any): A 3-in diameter rusty iron sphere wrapped about with iron bands. To use this object, the command word is spoken and the sphere thrown at a target of up to 10ft long or tall. A successful attack causes the target to be held fast in bands of iron. The bands can be broken, but only by a creature of great strength (19 or higher). Usable once per day.

Iron Flask (CDM): This cold iron container is inscribed around with runes of great power and is sealed with a brass stopper inlaid with arcane symbols and ancient sigils. The owner of the flask can command any extra-planar creature short of demigod power within 60ft into the flask by speaking the command word. Only one creature at a time can be so contained. The various magic symbols on the flask negate any magic resistance the creature may have, but there is a slight chance (1 in 20) the creature can evade entrapment. Loosing the stopper on the flask frees the creature inside. If the command word is not spoken when the stopper is removed, the creature will react to being freed according to its natural inclination, probably attacking the user. If the command word is spoken when the stopper is removed the creature is bound into the remover's service for the period of 1 hour, after which it is banished back to its home plane for the period of a year and a day. It is unwise to attempt to recapture the creature at the end of its service; the creature gains a cumulative +2 to its saving throw and will be implacably hostile to the user. This means at the end of its year and a day banishment it will return to deal with its tormentor in any way it sees fit.

A newly-discovered bottle may already have a being imprisoned.

Javelin of the Raptor (AFPR): Like a hunting bird of prey, the command word will cause this missile weapon to launch itself from the wielder's hand. The attacking javelin is +5 "to hit" and damage, and strikes up to 60ft away with no "to hit" penalty. The hunting cry of a hawk can be heard when this weapon launches. Hit or miss, the javelin vanishes after its attack is resolved. This item is usually found in sets of 1d6+2.

Lantern of Revealing (CDIM): A hooded lantern, the light of which reveals all invisible objects and creatures within 25ft. **Note:** invisibility is not removed. The magic invisibility is merely negated while the light of the lantern is shining on the object or creature.

Lyre of Building (any): The music of this stringed instrument negates all attacks which deal damage to inanimate construction (such as castle walls) within 300ft. This includes magic-based attacks like *disintegrate* or ***horn of blasting*** as well as physical attacks from a battering ram or catapult missile. This function can be used once per day for up to 30 minutes. In addition to defence, once per week the lyre can also be used for construction. Once per week the music of the lyre of building can magically build walls, tunnels, mines, ditches, even complete buildings. Playing 30 minutes of magical music from the lyre is equal to 100 human beings working for 3 days. After an hour of playing in this manner 1d20 is rolled and the player must roll 18–20 to continue playing, with an additional check every hour.

Mantle of Faith (CD): An overgarment, suitable for wearing over clothing or armour, which allows the wearer to ignore the first 5 points of damage from each physical or magical attack.

Mantle of Magic Resistance (any): An overgarment, suitable for wearing over clothing or armour, which grants 50% magic resistance. The target can still make normal saving throws and magic resistance applies only to spells and spell-like abilities; an attack from a +3 weapon would still have an attack and damage bonus of 3.

Manual of Bodily Health (any): Reading and following the health and fitness tips in this book for six days permanently increases the constitution ability score of the reader by +1.

Manual of Gainful Exercise (any): Reading and following the body-building regimen in this book for six days permanently increases the strength ability score of the reader by +1.

Manual of Quickness of Action (any): Reading and following the coordination drills and balancing exercises in this book over the course of six days permanently increases the dexterity ability score of the reader by +1.

Marvellous Pigments (any): Magical paints that allow the user to draw and thereby create real three-dimensional objects. The user must concentrate as they draw, and creation of an object with the pigments takes about 10 minutes. One pot of marvellous pigments is sufficient to create a 1,000 cubic ft object. Pigments can be used to create many inanimate objects such as normal weapons, armour, even food-generally objects with a value of less than 2,000 gp. The general appearance of expensive items such as gems or gold jewellery can be created with the pigments but the objects will be only be cheap costume jewellery type imitations. The pigments cannot create magical items of any sort, and they cannot create living creatures, undead, golems, or other monsters of any kind.

Mask of the Skull (AIMT): An ivory mask skilfully carved to resemble a human skull. Once per day the wearer can command the mask to attack a target up to 50ft away. The mask attacks with the same hit probability of the wearer and the target must save vs death magic or be slain on the spot. Even if the target makes their saving throw they must still take 3d6+13 points of damage. After resolving its single attack the mask flies back to the owner. The mask of the skull is AC 0 [20], hp 10, and must be worn for a minimum of one hour before it can be commanded to attack.

Mattock of the Titans (any giant): This sturdy digging tool is 10ft long and can only be properly wielded by creatures at least 20ft tall or long. In the hands of such a being the mattock can dig earth or knock down earthen works such as ramparts, taking 10 minutes to move 10 cubic ft of earth. It can also serve as a weapon, attacking as a warhammer and dealing 4d6 points of base damage on a successful hit.

Maul of the Titans (any giant): An 8ft long mallet which serves as a +3 weapon (base 1d10 damage) and can be used to attack inanimate objects, such as a castle wall. The maul can break through a mortared–stone structure in 1 turn, or an un–mortared one in 1 round. The maul of the titans requires a minimum strength of 18 to wield properly or else the user suffers a -4 to attack rolls.

Medallion of Thoughts (IM): A necklace which grants the wearer *ESP* as the 2nd level magic user spell of the same name.

Mirror of Life Trapping (CM): A magical trap in the guise of a 4ft square mirror activated by hanging it on a wall and speaking the command word. Any creature within 30ft of the activated mirror and unaware of the mirror's true nature will see their reflection and be pulled bodily into the mirror. A saving throw vs petrifaction is allowed to avoid imprisonment. The trapped character leaves all carried and worn items behind and will be imprisoned in 1 of 15 extra–planar cells.

While imprisoned, the character is in stasis and requires no food, drink or air. They lose any innate powers or spell-like abilities. Creatures aware of the mirror's true nature and seeking to avoid being trapped can approach the mirror and attempt to avoid seeing their reflection with a 50% chance of success; a blindfold or similar increases the chance to 100%. Size is not a factor to the mirror's trapping ability, but golems and unintelligent undead, as well as any other inanimate matter, cannot be trapped. There are various command words for the mirror of life trapping. Besides the activation command, there is a deactivation command which allows the owner to safely approach the mirror.

Each imprisoned creature has two further command words associated with it. One will call the creature's reflection to the surface of the mirror and allow the owner to converse with the powerless captive. The second command word will free the prisoner. If the number of prisoners held within the mirror exceeds 15, a randomly determined captive will be freed to make room for the new one. Breaking the mirror will free all captives held within—but it should be noted here that not all liberated prisoners may be kindly disposed towards those who granted them freedom. The GM should determine the quantity and nature of prisoners held by the ***mirror of life trapping*** before placing it into the campaign world.

Mirror of Mental Prowess (M): A powerful scrying device in the form of a 5ft tall and 2ft wide mirror. Through the use of command words, the following powers are available.

- *Mind Reading:* If the owner is within 25ft of the mirror, he can read the thoughts of any living creature reflected therein as with the magic user spell *ESP* regardless of whether they understand the being's language.
- *Distance Viewing:* The owner can view distant locations as with a *clairvoyance* spell. This includes other planes of existence if the user is familiar with them.
- *Portal:* The mirror can be used as a direct portal to locations seen in the mirror. The user merely steps through the mirror and into the other location. Any companions of the owner may accompany him or her. An invisible door remains open for 24 hours, until the owner steps back through, or until the owner uses the command word to close it. Any being in the presence of the invisible portal with an intelligence of 12 or better has a chance of detecting it with the same probability of detecting a scrying attempt.
- *Sage Advice:* Once a week the mirror can accurately answer a short question about any creature looking into the mirror.

Mirror of Opposition (M): Upon activation by command word, this 4ft tall by 3ft wide mirror can create a hostile duplicate of anyone looking into the mirror. The duplicate will step through and immediately engage the original in a fight to the death. The opposite will have all the equipment, ability and knowledge of the original. When the fight is over, and whether the duplicate won or lost, the reflected opponent and items disappear. The mirror can function up to four times per day.

Necklace of Adaptation (any): Magic jewellery which surrounds the wearer with a bubble of fresh, breathable air. This negates the effects of poisonous vapours and gasses, including spell effects such as *cloudkill*, and even allows breathing underwater or in hard vacuum.

Necklace of Fireballs (DM): The beads of this necklace can easily be detached by the wearer only and hurled up to 70ft. Upon reaching its target the bead explodes as a *fireball*; the target is allowed a saving throw vs spells for half damage. The *fireball* beads come in a variety of strengths and most necklaces have a combination of different strength *fireballs*. If the wearer suffers damage from a magical fire attack they must immediately save vs breath weapon at +5 or all remaining beads on the necklace spontaneously detonate with the area of effect centred on the wearer.

NECKLACE	10D6	9D6	8D6	7D6	6D6	5D6	4D6	3D6	2D6	VALUE (GP)
Type I	—	—	—	—	—	1	—	2	—	1,650
Type II	—	—	—	—	1	—	2	—	2	2,700
Type III	—	—	—	1	—	2	—	4	—	4,350
Type IV	—	—	1	—	2	—	2	—	4	5,400
Type V	—	1	—	2	—	2	—	2	—	5,850
Type VI	1	—	2	—	2	—	4	—	—	8,100
Type VII	1	2	—	2	—	2	—	2	—	8,700

Oil of Famishing (any): This item appears as a container of standard lamp oil. When burned the aroma given off will cause all creatures within 60ft to become famished. The smoke must have a chance to accumulate in order to work, so if the oil is burned outside it will be of little effect beyond giving the user a robust hunger. In subterranean settings, however, the oil of famishing will work its insidious magic. Within 1d4+1 rounds of lighting the oil, the adventurers will ignore everything but the most dire of threats in order to break out their field rations or iron rations and sate their hunger. Nearby monsters will rush toward the humans and demi-humans in order to feast up on the intruders. All living creatures within the area of effect will be compelled to eat for at least 1 round, and each round thereafter an affected creature will gain a saving throw.

Orb of Storms (CD): An 8-in glass sphere which enables the owner to control weather as the spell once daily. Once per month the bearer of the orb can completely change the weather into a mighty storm. A mighty storm creates a giant black thunderhead with giant flashes of lightning and booming thunder, with the following effects per round. (**Note:** ranged attacks and spell casting within the area of the storm are impossible due to the violent weather conditions. The owner of the orb is also protected from any natural weather conditions, including extreme heat or cold.)

- **1st Round:** Anyone under the cloud must save vs spells or be deafened by the thunder for 1d4×10 minutes.
- **2nd Round:** Acid rain pelts down upon the unlucky victims, dealing 1d6 points of damage. No save allowed.
- **3rd Round:** Lightning strikes, up to six 10d6 bolts. No target may be hit by more than one bolt.
- **4th Round:** Hailstones deal 5d6 points bludgeoning damage to targets, no save.
- **5th–10th Rounds:** Violent rain and wind gusts reduce visibility to 5ft, including all types of low light vision. Attacks upon creatures within 5ft are at -4, attacks on creatures farther away are at -10 and sight cannot be used to locate target.

Pearl of Power (CDIM): A magical pearl that enables a spell user to recall once per day a spell they have prepared and cast. This benefit applies to any spell caster who memorises spells, but the pearl only works on spells of a certain level. Roll 1d6 to determine the level of the spell. If a “6” appears on the die, re-roll using 1d8. If an “8” appears on this die, re-roll using 1d10. If a “10” appears on this die, two spell levels are affected; re-roll the d6 twice. Determine gp value by squaring the spell level (i.e., 1st level = 1,000 gp, 2nd level = 4,000 gp, etc.).

Pearl of the Sirines (any): An expensive-appearing pearl which, when grasped in the hand or held to the breast, grants the ability to breathe underwater, swim at movement rate 60ft, and speak or cast spells underwater without penalty.

Periapt of Health (any): A magical necklace granting immunities to all diseases, including magical or supernatural diseases.

Periapt of Proof Against Poison (any): A magical necklace granting immunity to poison, though any poison in the wearer’s system before using the periapt will still be active.

Periapt of Wisdom (any): A magical necklace which increases the wearer’s wisdom by +1.

Periapt of Wound Closure (any): A magical necklace which will automatically stabilise the wearer's condition if their hit points drop below zero (-1 to -9). The periapt also doubles the wearer's normal healing rate and allows a normal rate of healing to wounds which do not normally permit this (e.g. damage from a ***bleeding sword***).

Phylactery of Faithfulness (CP): This sacred headband enables the wearer to know whether any action they are contemplating will adversely affect their alignment and their standing with their deity. The phylactery will even allow him or her to detect magical items which could change their alignment. To use the phylactery, the user must first take a moment to contemplate their proposed actions.

Phylactery of Undead Turning (CP): This blessed headband allows any character with the ability to turn undead to perform that action as if they were four levels higher.

Pipes of Haunting (any): This magical set of pan pipes can be used twice per day to produce music which scares (per the 2nd level magic user spell) anyone within 30ft who has less than 6 HD. A saving throw vs spells is allowed to avoid the effect.

Pipes of Pain (any): A magic instrument which will cause all hearing it to save vs wands or become enraptured, stopping all actions and listening to the music. When the music stops the victims are cursed with an extreme sensitivity to sound and will immediately take 1d4 points of damage for 2d4 rounds unless in a completely sound-free area. After this time and until the curse is removed, the least noise will cause the victim to be at -1 to AC, to hit, and saving throws.

Pipes of the Sewers (any): This magical instrument can be used to summon up to 101 normal rats, if any are within 400ft. The rats have a movement rate of 50ft and the pipes must be played continuously. When the rats arrive at the player's location they will be able to command them telepathically but only so long as they continue to play. When the music stops the rats leave immediately.

Pipes of Sounding (IM): These magic pipes produce an *audible glamour* as the magic user spell as if cast by a 3rd level magic user.

Plentiful Vessel (any): The magic of this item is usually contained in a metallic flask that vaguely resembles a cornucopia if turned on its side. If its contents are drunk, or poured into another container, a random potion will be dispensed. Usually this item can be used but 1d6+1 times per week. Excessive use will drain the item of its potency, typically reducing the 1d6+1 usage per week by one until no weekly charges remain.

Portable Hole (any): A deep black cloth that, when unfolded onto a flat surface, forms a 6ft diameter and 10ft deep hole. Items placed in the hole are stored safely and the cloth is of negligible weight when folded up, regardless of the weight of its contents. The ***portable hole*** can be closed by taking the edges of the cloth and folding it up. This can be done from without or within the hole. Folded up, there is enough air for 1 medium or 2 small creatures for about 10 minutes. The extra-planar space of a portable hole is not compatible with similar devices, such as a ***bag of holding***. If either of these items is placed within the other, see the entry under ***bag of holding*** to determine the effects.

Restorative Ointment (any): A palm-sized jar contains 5 uses of ointment. One application will neutralise any poison or heal any disease suffered by the person receiving the application. If applied to a wound, the ointment will restore 1d8+5 points of damage.

Ring Gates (any): Paired 18-in diameter iron rings. When the pair are located on the same plane of existence and within 100 miles of each other, anything pushed through one ring will at once come out of the other ring. Up to 100 lbs of material can pass through in one day, though items partially pushed through then retracted (a hand, for instance) will not count against the total. Anything small enough to pass through the gate can do so, including small living creatures. Attacks, messages, and spells, can pass through the gate as well. The entry and exit side of both rings are plainly marked.

Robe of the Archmagi (IM): A magical garment which grants various powers to arcane and phantasmal spell casters. The wearer's alignment must match that of the robe, as indicated by colour. Type of robe and probability (d100) of appearance: white for good alignment (01–45); grey for true neutrals (46–75); black for evil mages (76–100). A good or evil character wearing a robe of the opposite alignment incurs permanent level loss of -2 (give the character sufficient xp to place him or her at the very beginning of the level two levels below their current one). A good or evil character wearing a neutral robe, or a neutral character wearing a black or white robe incurs a temporary 2 level penalty (only while the robe is worn). Any arcane spell caster wearing any ***robe of the archmagi*** gains the powers listed below.

- AC improved by 5 points
- 05% magic resistance
- +4 to saving throws
- The wearer is treated as if they were one level higher for the purposes of overcoming a target's magic resistance.

Robe of Blending (IM): Magical robes which communicate to the wearer its power. Anyone wearing the robe of blending is 75% unlikely to be detected if stationary, 50% in motion. The robe also allows the wearer to *change self* at will, as per the spell. Any person or creature friendly to the and after 1 round the swirling colours create an effect similar to a gaze attack; anyone within 30ft of the robe's wearer will be dazed 1d4+1 rounds (saving throw vs staves allowed to negate effects). Undead and mindless creatures are immune to this effect. The scintillation effect can be used a total of 10 rounds per day.

Robe of Bones (IM): An enchanted robe bearing a variety of tokens visible to and recognizable only by the wearer. One token can be detached per round, causing the token to become the type of undead it resembles. The created monster will not automatically be under the control of the wearer but will be subject to normal forms of control or command.

A complete ***robe of bones*** will have two of each of the following tokens attached:

Goblin skeleton	Goblin zombie
Human skeleton	Human zombie
Wolf skeleton	Wolf zombie

Robe of Eyes (IM): The wearer of this magical clothing is able to see in all directions at once. The robe also grants *infravision* to 120ft, and can see invisible and ethereal objects within the same distance. The wearer gains a 1 in 6 better chance to locate secret or concealed doors, never loses their dexterity bonus to AC, and cannot be surprised—but also cannot avert their eyes to avoid a gaze attack from a creature such as a medusa. *Light* or *continual light* cast at the robe blinds the wearer for 1d3 rounds.

Robe of Scintillating Colours (IM): An iridescent magical garment that provides constant 30ft radius illumination. Upon command, the colours of the robe begin scintillating and after 1 round the swirling colours create an effect similar to a gaze attack; anyone within 30ft of the robe's wearer will be dazed 1d4+1 rounds (saving throw vs staves allowed to negate effects). Undead and mindless creatures are immune to this effect. The scintillation effect can be used a total of 10 rounds per day.

Robe of Stars (IM): Dark-coloured robes embroidered with silver or white stars. This magical garment allows the wearer, and everything they are wearing or carrying, to enter the Astral Plane. The robes also grant a +1 bonus to all saving throws. Last, the wearer can use up to 6 of the embroidered stars as +5 darts and can throw them as if proficient in their use. A dart so used disappears after the attack is resolved.

Robe of Useful Items (IM): An enchanted robe bearing a variety of tokens visible to and recognisable only by the wearer. One token can be detached per round, causing the token to become the item depicted. A removed patch cannot be reattached.

A complete robe always has 2 of each of following items:

- Bullseye lantern, filled and lit
- Steel mirror, 2ft×4ft
- Pole, 10ft
- Rope, 50ft hemp
- Sack

The robe will also have a random selection of 4d4 additional patches. Use the following table. Multiple items of the same type are possible.

D100	RESULT
01–07	Ash tree, 40ft high
08–16	Bag of 100 gold pieces
17-18	Bonfire
19–21	Cask: d8, 1–2 empty, 3–5 water, 6–7 wine, 8 brandy
22–25	Coffer, silver (6-in×6-in×12-in) value: 500 gp
26–30	Dagger, silver
31–37	Door, iron*
38–41	Gems, 10 (100 gp each)
42–45	Ladder, 12ft long
46–50	Mule with saddle bags
51–55	Pick, standard mining
56–59	Pit, open (10ft×10ft×10ft)
60–66	Portable ram
67–74	Potion of extra-healing
75–80	Rations, standard, for 1 week
81–82	Rowing boat, 12ft long
83–86	Spade and bucket
87–91	Spell Scroll**
92–96	War dogs, pair
97–00	Window (2ft×4ft and up to 2ft deep)

*Door is iron, up to 10ft×10ft in size, and barred on one side. It must be placed upright, after which it attaches and hinges itself automatically.

**One randomly-determined spell of 1st–3rd level.

Rope of Climbing (any): A thin and strong 60ft length of rope that can support up to 3,000 lbs. The rope will become animated upon command, climbing or otherwise moving at a rate of 10ft per round and attaching itself to any point the user commands. The rope can also be commanded to detach itself and return to its owner. The rope also has the ability to knot itself at 10ft intervals to permit non-thieves to climb it but doing so shortens the available length of rope to 50ft. At least one end of the rope must be held for the rope's magic to work.

Rope of Entanglement (AFPRT): This item appears as an ordinary 30ft long hemp rope. The rope can be commanded to entangle any victim up to 20ft away or 10ft above. It attacks to hit as a 4HD monster. The entangled victim must succeed at a Major Test of Strength roll to escape. The rope has an AC of -2 [22] and 12 hp. The ***rope of entanglement*** resists the first 5 points of damage from all slashing attacks and can repair itself at a rate of 1 hp every 5 minutes. If the rope reaches zero hit points it is permanently destroyed.

Sagacious Volume (any, see below): This magical book grants the reader one complete level of experience, provided they are of the correct class. Determine which class the volume enhances according to the following table:

D10	CLASS	D10	CLASS
1	Assassin	6	Magic user
2	Cleric	7	Paladin
3	Druid	8	Ranger
4	Fighter	9	Thief
5	Illusionist	10	Re-roll

The experience gained is sufficient to put the character at the start point of their next level. If a character of the incorrect class reads a ***sagacious volume***, they lose 20,000 to 50,000 xp (1d4+1×10,000).

Scarab of Protection (any): A beetle shaped pin that, if held or worn for at least 1 round, communicates its ability to the person holding it. The scarab will absorb any death magic (being magic that directly causes death, such as a *death spell*—petrifaction effects, for example, or effects that kill through hp loss rather than instant death, are unaffected), energy draining attacks, or negative energy effects directed at the wearer. After absorbing 12 such attacks, the scarab crumbles into worthless powder.

Shrouds of Disintegration (C): When a body is wrapped in these finely made burial clothes, a command word will cause the body to disintegrate into dust. The shrouds function only once. Intelligent undead creatures such as vampires are permitted a saving throw, and the shrouds cannot be employed in combat.

Silversheen (any): A viscous liquid. When applied to a weapon, ***silversheen*** bestows the ability for the weapon to hit any creature, negating any immunities (a werewolf may be hit with a regular sword, for instance). One application lasts for 1 hour and a vial contains enough to coat a single melee weapon or 20 units of ammunition.

Slippers of Spider Climbing (any): Supple footwear that grants the ability for the wearer to climb all surfaces and even move upside down across ceilings at a rate of 20ft.

The wearer is "hands free" when climbing with the slippers. Any condition which would make normal walking on a horizontal surface hazardous, e.g. ice, grease, or oil of slipperiness, will render the slippers useless. The slippers can be used 10 minutes cumulative per 24 hour day.

Scabbard of Keen Edges (AFPRT): This weapon scabbard will magically change size to fit an edged weapon as small as a dagger or as large as a two–handed sword. Thrice per day the scabbard can cause the weapon normally carried within it to gain +2 to attack and damage for 10 combat rounds; during the enchantment such a weapon will cause double damage on an unmodified attack roll of 19 or 20.

Scarab of Golem Bane (any): This beetle shaped pin allows the possessor to detect any golem of any type within 60ft. they must concentrate for a round to use this power. The scarab also allows the wearer to attack and damage any golem with any weapon, including non-magical ones.

Sovereign Glue (any): Simply put, this glue will stick anything to anything else, permanently. A vial of ***sovereign glue*** will contain 1d8-1 (minimum 1) ounces of glue. A single ounce will coat up to 1 square ft of surface and once items are glued together the bond requires a round to set. Before the binding is set the items can be separated, rendering that application of ***sovereign glue*** worthless. After the bond is allowed to set the bond is permanent, though the glue can be dissolved with ***universal solvent*** (see below). When glue is removed from the vial 1-oz. of ***oil of slipperiness*** must be added to the glue container within 1 round, or the glue will set inside the container and be useless.

Stone of Alarm (any): When the command word is spoken, this 3-in square stone cube affixes itself to an object. Thereafter, anyone touching the object without first speaking the command word will cause the stone to emit an ear-piercing shriek of alarm for a complete round which can be heard up to a quarter mile away.

Stone of Controlling Earth Elementals (DM): A fist-sized irregular lump of rock that, on command, summons a 12HD earth elemental that appears in 1d4 rounds and fights the owner's foes to the best of its ability. In all other respects the stone's magic is as a *conjure elemental* spell. Only one elemental may be summoned at a time and another cannot be called until the first is slain, dispelled, or dismissed.

Stone of Good Luck (any): Also known as the "luckstone," this item grants +1 to all saving throws and "to hit" rolls.

Stone Horse (any): Appears as a life-sized statue of a stone horse of one of two types; a draft horse or a heavy warhorse, animated by a command word. Both types can carry up to 1,000 lbs, never need rest or food, and can attack as a real horse of their respective types. Damage to the stone horse can be repaired by feeding it gems, restoring 1 hp for each 50 gp worth of gems it consumes. The stone horse can also be healed by casting ***stone to flesh*** upon it to turn it into a flesh-and-blood horse, then healing it using standard methods or spells. When the horse reaches its maximum hit points, it reverts back to stone form. ***Stone horses*** are AC 0 [20] and a ***stone horse*** reaching 0 hp shatters into worthless dust and rock, irrevocably destroyed.

Stone Salve (any): A vial contains 1d4+1 ounces. The salve can be applied to a petrified creature, restoring it to flesh as does a *stone to flesh* spell. 1-oz. will restore a creature the size of a typical human.

Strand of Prayer Beads (C): A cleric carrying or holding the prayer beads will intuitively know the powers they grant and how to use the beads as soon as they cast a spell. Each strand has at least two beads on it, granting a different power according to the table below.

BEAD TYPE	ABILITY GRANTED
Blessing	Cast *bless* spell
Healing	Cast choice of *cure serious wounds*, *cure blindness* or *deafness*, or *cure disease*
Karma	Cast spells at +4 user level of ability for 10 rounds
Smiting	Cast *spiritual weapon*, *flame strike*, or *cause blindness*
Summons	Summons extra-planar ally appropriate to caster's alignment*
Wind Walking	Cast *wind walk*

* Creatures summoned might be demons or devils but never a deity. Misusing this bead by summoning a divine ally for trivial reasons may incur the wrath of the cleric's deity, along with a geas to teach the character humility and wisdom.

Lesser Strand of Prayer Beads: Bead of blessing, bead of healing.

Strand of Prayer Beads: Beads of healing, karma and smiting.

Greater Strand of Prayer Beads: Beads of healing, karma, summons, and wind walking.

The following beads are activated by a command word: ***blessing***, ***healing***, ***smiting***, **and** ***wind walking***. The beads of karma and summons can be activated by any character capable of casting divine magic spells simply by willing it. All beads except for the ***bead of summons*** can be used once per day. The ***bead of summons*** disappears after 1 use. If a bead is removed from the strand it immediately and forever loses its power. The beads need not be worn by the cleric but they must have them somewhere on their person.

Sustaining Spoon (any): Placing this magical spoon into an empty bowl will cause the bowl to fill with a bland but nourishing gruel capable of sustaining any one living creature for one day. Up to four such servings can be produced in any one day.

Thunder Spear (AFPR): A +2 melee weapon with a blue steel head. When hurled as a missile the spear becomes a bolt of blue lightning and incurs no "to hit" penalty for up to 70ft. If the spear strikes its target it inflicts 1d6+2 points of physical damage and 22 points of electrical damage, no save allowed. The lightning bolt will also reflect back half the distance it was thrown, damaging any creature within 5ft of the bolt for 10 points of damage, saving throw vs aimed magic items for half damage allowed. These weapons get their name from the sound of far away thunder heard when they are thrown. ***Thunder spears*** are usually found in pairs.

Tome of Clear Thought (any): A character studying this book a minimum of 48 hours over the course of a single week and diligently performing the mental exercises contained within its pages will gain 1 point of permanent increase to their intelligence score. The tome vanishes forever after 1 use.

Tome of Leadership and Influence (any): A character studying this book a minimum of 48 hours over the course of a single week and diligently practising the leadership methods contained within its pages will gain 1 point of permanent increase to their charisma score. This book vanishes forever after 1 use.

Tome of Understanding (any): A character studying this book a minimum of 48 hours over the course of a single week and diligently pondering the logic puzzles and ethical dilemmas contained within its pages will gain 1 point of permanent increase to their wisdom score. This book vanishes forever after 1 use.

Unguent of Timelessness (any): When applied to any formerly living matter, this unguent slows the effect of time upon that object, such that a year's passing ages the item but a day. The item gains +1 to all saving throws. The unguent does not wear off, though its magic can be dispelled. One vial of ***unguent of timelessness*** can coat 8 normal-sized objects.

Universal Solvent (any): This solvent will unstick anything glued or rusted together, including items joined together with sovereign glue. Universal solvent is always found in a blue and yellow container.

Vest of Escape (AT): This silk waistcoat contains magically concealed secret compartments holding lock picks which grant a +20% bonus to a thief or assassin's open lock chance. Only the wearer of the vest can detect the compartments; to all others they cannot be located by even the most thorough of searches.

Vestment, Druid's (D): A lightweight overgarment which is generally green with woodland designs. Any druid with shape-shift ability wearing the vestment will gain an extra use of that ability per day.

Well of Many Worlds (any): This item looks just like a ***portable hole*** (see above) but instead of creating a hole it creates an opening into another plane of existence, determined randomly each time the well is opened. The well is two-way, meaning creatures or objects from whatever plane it contacts can enter the Prime Material Plane just as easily as objects pass through to the other plane from the Prime Material.

Wind Fan (any): A magical hand fan which, upon command, creates a *gust of wind* as the spell. The fan can be used once per day without risk; additional uses in a day garner a 20% cumulative chance of destroying the fan.

Wings of Flying (any): Upon command, this cape will transform itself into a pair of wings, allowing the wearer to fly at 60ft movement rate (aerial agility level IV—see Chapter 3). When in cape form the ***wings of flying*** take on a variety of styles and appearances and the wings formed can be either feathered or bat-wing style

2.13.9. RINGS

Magic rings appear indistinguishable from ordinary finger jewellery of varying types, though a detect magic spell cast upon them will cause them to radiate a magic aura. With the exception of a wish spell, the only way to determine the function of a magic ring is to put it on. A maximum of two rings can be worn by any PC or NPC at a time; only one ring may be worn per hand. Attempting to wear additional magic rings will render all worn magical rings useless. Magic rings worn on toes or as earrings will not function. Unless noted otherwise, the abilities a ring grants function as if cast by a 12th level spell caster, or the minimum level required to cast the spell if greater than 12th. Because of the innate magical resistance of dwarfs, gnomes, and halflings; magic rings have a 20% chance per use of not working at all and, if cursed, the curse will fail. In such a case the wearer recognises the cursed properties of the ring and can easily remove it from their finger.

Ring of Charisma (any): When worn, this ring increases the wearer's charisma ability score to 18. Note this is not a permanent increase; if the ring is removed the wearer's charisma returns to its normal value. This magical ring also bestows two spell-like abilities, each usable once per day and requiring 3 segments of casting time. First, during the course of conversation the wearer can make a suggestion, as per the 3rd level magic user spell, to any human or demi-human or humanoid. Second, the wearer of the ring of charisma can also charm up to 21 levels/hit dice or humans or humanoids as per the 1st level magic user spell *charm person*. This is an exceptionally powerful item and fires such as red dragon breath or *fireballs* inflict -2 points of damage per die (but always inflict at least 1 point of damage) and saving throws are rolled at +4. The following rule of thumb should assist with determining damage reduction: "very hot" fires inflict up to 24 points of maximum damage, "exceptionally hot" fires cause 25 or more points of maximum damage.

The GM may limit the ***ring of charisma*** by giving it a limited number of charges.

Ring of Feather Falling (any): The wearer of this ring is protected by a *feather fall* spell any time they fall more than 5ft.

Ring of Fire Resistance (any): This ring grants immunity to normal fires such as torches or flaming oil. Very hot fires such as molten lava or hell hound breath inflict only 1 hp of damage per segment, and even then only if the wearer is directly touching or targeted by such. Exceptionally hot fires such as red dragon breath or fireballs inflict -2 points of damage per die (but always inflict at least 1 point of damage) and saving throws are rolled at +4. The following rule of thumb should assist with determining damage reduction: "very hot" fires inflict up to 24 points of maximum damage, "exceptionally hot" fires cause 25 or more points of maximum damage.

Ring of Free Action (any): This magic item permits the wearer to move freely under any conditions. This applies even if the wearer is attacked by a *hold person*, *slow*, or *web* spell; and also negates environmental effects such as the individual being underwater. The individual can move at normal movement rates and do full damage with melee weapons, though missile and hurled weapons will be subject to the spell or environmental effects as appropriate. Though the ring of free action grants freedom of movement underwater, it should be noted the ring does not grant the ability to breathe underwater.

Ring of Genie Summoning (any): This powerful magic ring can call a mighty djinn from the Elemental Plane of Air to do the wearer's bidding. The genie takes 1 round to appear and will follow the letter (not necessarily the spirit) of the wearer's command to the best of its ability. If the genie is killed the ring crumbles into dust. This is an exceptionally powerful item and the GM may wish to limit the ***ring of genie summoning*** by giving it a limited number of charges.

Ring of Invisibility (any): When donned, this ring grants the wearer the ability to become instantly invisible at will as per the 2nd level magic user spell. There is a 10% chance the ring has the secondary effect of making the user inaudible as well. Just as attacking while invisible negates invisibility, so does speaking while inaudible break the inaudibility feature.

Ring of Protection (any): This useful item improves the wearer's AC and saving throw vs all forms of attack. The protective properties of the ring are cumulative with other forms of protection (*bless*, for instance) subject to the following limitations: if magic armour is worn the wearer's AC will not be improved, though the saving throw bonus will still apply. Also, only one ring of protection may be worn at a time. If two are worn, the stronger of the two will function. Various types of rings of protection are listed below, with dice throws to determine type randomly if the GM desires.

D100	RESULT	VALUE (GP)
01–68	+1	2,000
69–70	+1, 5ft radius*	6,000
71–92	+2	8,000
93	+2, 5ft radius*	14,000
94–97	+3	18,000
98	+3, 5ft radius*	24,000
99	+4 AC, +3 saving throw	32,000
00	+5 AC, +3 saving throw	50,000

* Saving throw bonus only extends to all creatures within 5ft radius of wearer, only the ring bearer gains the AC bonus.

Ring of Regeneration (any): Wearing this ring allows the user to regenerate 1 hp per turn, regrow lost limbs and organs, and even return from the dead with no constitution penalty or roll. If the cause of death was due to poison, however, the poison will need to be neutralised or a saving throw made or the wearer will die again. One should note only damage accumulated while wearing the ring can be healed by the ring's power.

Removing the ring of regeneration will naturally result in the cessation of the healing process. 10% of these rings (91–100 on d100) are a special type, called ***rings of vampiric regeneration***. Vampiric rings do not regenerate any hp per turn, but will bestow half value of all damage (rounded down) inflicted upon one's opponents in hand–to–hand combat to the wearer of the ring.

Example: If the fighter Grabbo the Lusty inflicts 11 points of damage with his longsword upon his hobgoblin opponent while wearing a ***ring of vampiric regeneration***, up to 5 hit points of Grabbo's damage will be immediately healed. This process works only with melee weapons; the ring cannot use damage caused by missile fire, hurled weapons, or spells. Note that neither type of this ring can increase the wearer's hit points beyond the normal total.

Ring of Spell Storing (any): A ring that can magically store 2–5 spells and grants the wearer the ability to cast them as if they were a spell caster of the required type. Casting a spell from the ring requires 5 segments. Roll d100, a roll of 01–70 means the ring stores magic user spells and 71–00 indicates clerical spells. 10% of magic user ***rings of spell storing*** will contain illusionist spells instead, and 25% of clerical ***rings of spell storing*** will contain druid spells instead. Roll 2d4 to determine number of spells the ring can contain. To randomly determine the spell levels of each spell, roll 1d6 (on a result of 6 re-roll for level with 1d4) for cleric, druid or illusionist spells, and 1d8 (on a result of 8 re-roll for level with 1d6) for magic user spells. Once type, number, and level of spells is determined, the GM must decide which spells the ring contains. The spells can either be hand–picked or the GM may use the OSRIC magic tables and dice for spells randomly. Once the class of spells, their number and level, and the exact spells to be stored are determined, that capability can never be changed. Charging the ring requires a spell caster to cast the specific spell to be stored with the ring as the target of the spell.

Example of Ring of Spell Storing Creation: Jerry the GM decides to place a ***ring of spell storing*** in a red dragon's treasure hoard. He rolls a 57 on d100, indicating the ring contains magic user spells. A second d100 roll yields a 05 and this means the ring really contains spells of the illusionist class. Jerry now rolls 2d4 and gets 1 on both dice, meaning the ring will contain 2 spells total. Jerry now rolls 1d6 twice, one for each spell to determine the level of that spell. The first result is a 2, the second is a 6. The 6 needs to be re-rolled on a 1d4 and rolling that die generates a result of 4. So, the GM now knows the ring will hold 2 illusionist spells, one of level 2 and one of level 4. Jerry decides to let fate take a hand in the selection of the exact spells the ring stores and takes a look at the illusionist spell tables (see Chapter 2). There are twelve level 2 illusionist spells, and eight level 4 spells, so Jerry grabs a d12 and a d8 and rolls them both. The d12 rolls a 4 so Jerry notes the result of *detect magic*. The d8 rolls an 8 and Jerry notes the result of *shadow monsters*. Now that the exact properties of the ***ring of spell storing*** have been determined, they can never be changed; the ring will ever after only hold the two illusionist spells noted. If the finder of the ring uses it to cast a detect magic spell, then an illusionist must cast a detect magic upon the ring to recharge that spell slot.

Ring of Spell Turning (any): This magic ring creates a powerful magic aura around the wearer that will partially reflect any spells cast at him or her back onto the spell caster. There are three exceptions to the spell turning ability the ring bestows:

- Area effect spells which are not directly targeted upon the ring-bearer cannot be turned.
- Touch-based spells cannot be turned.
- Spell effects delivered by devices are not turned. Examples include: rods, staves, wands, rings. **Note:** spell scrolls are not considered devices.

When a spell is cast at the wearer of the ***ring of spell turning***, they roll a d10 and multiply the result by 10. When damage from the spell attack is determined, the number generated by this roll indicates what percentage of the damage is reflected back upon the attacker. Thus if "6" appears on the d10, 60% of the damage rolled would be deducted from the attacking spell-caster's hit points and 40% from the target. Further, for each 10% of difference between the damage percentage rolled and 100%, the ring-bearer gains +1 to their saving throw. Going back to the example above, the spell's target would get a +6 to their saving throw and the spell caster would gain a +4.

The ***ring of spell turning*** also grants a saving throw against spells which normally do not allow one. In such a case, the save will be half of the percentage die roll for spell reflection. Returning once again to the example above, the ring wearer rolling a 60% chance of reflecting an attacking spell would gain a 30% saving throw, reducing or negating effects as appropriate to the spell.

Spells that only affect a certain number of levels must be able to affect the target's and caster's levels combined, otherwise the spell has no effect on either party. If the ring's wearer wishes to receive the effects of a targeted spell, they must first remove the ring. (Healing spells are exempt, since they are touch-based.) If both caster and target are wearing ***rings of spell turning***, roll d100 and consult the table below.

D100	RESULT
01–70	Spell fails completely, no effect on target or caster
71–80	Spell takes full effect on both target and caster
81–97	Spell fails and both rings are destroyed
98–00	A rift into another plane or dimension opens, both target and caster are sucked in

Ring of Swimming (any): This magic jewellery bestows the ability to swim at a movement rate of 210ft, if the wearer is clad in appropriate garments. The wearer can also dive up to 50ft into the water without injury, assuming a water depth of 1-1/2 ft for every 10ft of diving distance. The wearer may hold their breath for 4 rounds, and can swim for up to 4 hours before needing an hour of rest. This rest can be gained while floating, since the ring also grants the ability to stay afloat under all but hurricane conditions.

Ring of Telekinesis (any): Allows the wearer to use telekinesis, similar to the 5th level magic user spell, with a 1 segment casting time. The ring comes in five different strengths; roll d100 and consult the table below. This is a very powerful item and the GM may wish to give the ring of telekinesis a limited number of charges.

D100	MAXIMUM WEIGHT IN LBS	D100	MAXIMUM WEIGHT IN LBS
01–25	25	90–99	200
26–50	50	00	400
51–89	100		

Ring of Three Wishes (any): This rare and powerful magic ring grants the wearer 3 wishes, as per the 9th level magic user spell. On a roll of 01–25 on d100 the ring will instead contain 3 limited wish spells as per the 7th level magic user spell of the same name.

Ring of Warmth (any): The wearer will be completely comfortable and can maintain normal body temperature even in conditions of extreme cold. The ring also grants the ability to regenerate cold-based damage at a rate of 1 hp per turn, grants a +2 to all saving throws vs cold-based attacks, and reduces damage from cold-based attacks by -1 per die (minimum damage of 1 point per die).

Ring of Water Walking (any): This ring grants the ability to walk upon the surface of any liquid without sinking into it at the wearer's normal rate of movement. This includes but is not limited to running water, snow, quicksand, oil, mud, or even lava (though heat damage would still apply). The wearer's feet do not actually contact the surface of the liquid but semi-solid liquids such as snow or mud will show vaguely footprint-like depressions evidencing the wearer's passing. The ring has a weight limit of 1,250 lbs.

Ring of Wizardry (M): This ring is only of benefit to magic users, doubling the number of spells of a certain level they can prepare each day. There are several known versions; roll d100 and consult the table below.

D100	LEVEL(S) DOUBLED	D100	LEVEL(S) DOUBLED
01-45	1st level	89-92	4th level
46-75	2nd level	93-95	5th level
76-82	3rd level	96-99	1st, 2nd, and 3rd level
83-88	1st and 2nd level	00	4th and 5th level

2.13.10. CURSED ITEMS

Cursed items are rarely of the "zap, you're dead" variety. Instead, they often appear as various forms of negative effects ranging from the merely inconvenient to the truly burdensome. Many cursed items also mix both beneficial and baneful effects and may therefore force a player into a difficult choice.

Most curses on weapons are to-hit penalties, such as a -1 or -2 sword. These weapons can't be put down once taken in hand unless the curse is removed.

Curses on armour are usually a penalty to armour class. Cursed armour can't be removed without removing the curse.

If a cursed item or effect is desired, roll d100 and consult the table below. The listing of specific cursed items included later in this section provide some examples of these effects in use.

TABLE 2.13.10A: COMMON ITEM CURSES

D100	CURSE
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Different effect than intended
91–00	Substitute specific cursed item

Delusion: In the user's mind the item is exactly what they believe it to be when picked up or used. The device actually is a mundane item with powerful deception magics placed upon it and absolutely no special powers. The user is absolutely convinced this item is a beneficial magical item of some sort and only a *remove curse* will allow him or her to be convinced otherwise.

Opposite Effect or Target: These items are normally beneficial items that malfunction under certain circumstances, causing damage to the user, or, to a different target instead of the intended target. They can also take the form of a weapon or item that appears to grant an attack and damage bonus but instead inflicts a penalty. Once the cursed nature of the item reveals itself the user may sometimes be able to discard it. At other times a strong compulsion is placed upon the user and they will not be able to rid him- or herself of it except by means of a *remove curse* spell.

Intermittent Functioning: Intermittently-functioning items tend to fall into three broad categories: unreliable, intermittent, and uncontrolled. Unreliable items have a small chance of malfunctioning or not functioning at all each time they are activated, usually a natural 1 on a d20. Uncontrolled items, on the other hand, have an unfortunate tendency to activate at completely random times. On a roll of 1 on 1d20 the item will activate at some random point during the day. Dependent items must have a specific condition or situation met or they will not function. A table of possible situations is included below for GM inspiration. Feel free to modify and add to this list as need dictates.

D100	SITUATION
01–05	Day
06–10	Night
11–15	Temperature above freezing
16–20	Temperature below freezing
21–25	Above ground
26–30	Below ground
31–35	Within 10ft of a goblinoid monster
36–40	Within 10ft of an elf
41–45	Within 10ft of a cleric
46–50	Within 10ft of a magic user
51–55	Wielded by a spell-caster
56–60	Wielded by a non-spell-caster
61–65	Wielded by a specific alignment (determined randomly)
66–70	Wielded by a specific gender (determined randomly)
71–75	Underwater
76–80	At least 10 miles from a major body of water
81–85	In direct sunlight
86–90	Out of direct sunlight
91–95	User must be wearing metal armour
96–00	User must not be wearing any armour at all

Requirement: Some items have a requirement that must be met before being rendered usable. This is not a simple command word, which is considered to be a normal requirement for most magic items. Instead, the item requires a specific sort of condition to be met to trigger its function. Some requirements are a one time type of event; others are monthly, daily, or even per usage or continuous. To inspire the GM, a list of requirements are included, but in order to provide the right flavour to the cursed item, the requirement should always fit the specific item and should never be determined randomly.

- Character must only eat meat, or, must become a vegetarian.
- Character must sleep twice as much as normal.
- Character must undergo a quest to prove their worthiness to the item. This is a one time requirement only, and item functions normally thereafter—unless it changes ownership.
- Character must sacrifice a gem worth at least 100 gp to item daily.
- Character must sacrifice 2,000 gp worth of magic items weekly, including at least one magic item of the same type (for example: wand, dagger, ring) as the cursed item.
- Character must serve a particular deity, or swear allegiance to a noble house.
- Character may not carry or possess any other magic items, including weapons and armour.
- Character must change their name to a specific name dictated by the item. If the ego of the particular item is very strong, the name may potentially be embarrassing to the user. (GM: have fun with this one)
- Item will only work for a specific class.
- Item will only work for an individual with a 16 or better charisma, or other randomly determined ability score.
- Item will only work for a character of name level or above.
- Item must have a jewelled scabbard or holder when not in use.
- Character must permanently sacrifice some of their life energy in the form of a point of constitution to the item in order to activate it. This can be a one–time requirement only—or the item could require a point of constitution for each use.
- Item must be cleansed in holy water daily.
- Item must slay an opponent daily.
- Item must be completely immersed in lava at least once per lunar month.
- Item must be used in every 24 hour day, or it will cease to function forever for that user.
- If a weapon, the item must draw blood daily. Once drawn in combat it will not allow the user to change weapons or put it away until used in a successful attack upon an opponent.
- A specific spell must be cast upon the item daily. Suggestions include *bless/curse*, *detect evil/good*, *protection from evil/good*, *chant*, *detect magic*, *mending*.

Drawback: This describes items that usually mix a beneficial effect or effects with a negative drawback of some sort. Drawbacks may operate continually or may only be activated when the device is used, or held. The effects of a drawback remain as long as the item is retained. A table is included below. Again, it is stressed this is a template only and the GM should use this as an inspiration only to their unique needs.

D100	DRAWBACK
01–05	User's hair grows 1 foot longer and changes to an unnatural colour, and cannot be changed thereafter.
06–10	Character grows a non-prehensile tail.
11–15	Temperature around user of item is noticeably warmer/cooler than ambient temperature.
16–20	User's teeth turn black.
21–25	User's skin changes to an unnatural colour and/or begins glowing the dark.
26–30	User grows a tattoo of an obscene word on forehead.
31–35	User changes gender (one–time effect).
36–40	User's appearance changes to that of a random demi-human or humanoid ancestry, checked daily.
41–45	Character is afflicted with a random disease with obvious symptoms, that cannot be cured.
46–50	Item whines and sulks constantly when not being used.
51–55	Item is bright pink or bright orange and constantly sings silly songs parodying its owner out loud.
56–60	User becomes obsessed others are trying to steal the item from him or her.
61–65	User becomes obsessed that they will lose or damage the item.
66–70	User's alignment changes (one-time effect).
71–75	User loses a level. If dual or multi-classed, player loses one level from each class (one-time effect).
76–80	Character's vision is blurred, imposing a -2 penalty to attacks and saves.
81–85	Character must save vs spells daily or take -1 to all attack and damage rolls for that day.
86–90	Character must save vs spells daily or suffer a -4 reduction to their primary skill for that day.
91–95	User's charisma is reduced to 3 until they manage to rid him- or herself of the item.
96–00	User's height increases/decreases by 6 inches (determine randomly, one-time effect).

Specific Cursed Items: Following is an offering of examples of cursed items. First is a table to allow random selection when generating treasure, followed below by the item descriptions. *Detect magic* spells will yield misleading results when determining the aura and strength of a cursed item. Identify spells are marginally useful, with a 1% chance per spell caster level of correctly identifying the true properties of a cursed item, otherwise the false result indicated in the description of that particular item will be reported.

TABLE2.13.10B: SPECIFIC CURSED ITEMS

D100	ITEM
01–05	Amulet of Inescapable Location
06–07	Armour of Arrow Attraction
08–10	Armour of Rage
11–13	Bag of Devouring
14–17	Boots of Dancing
18–22	Bracers of Defencelessness
23	Broom of Animated Attack
24	Cloak of Poisonousness
25	Crystal Hypnosis Ball
26–27	Dust of Sneezing and Choking
28–33	Flask of Curses
34–38	Gauntlets of Fumbling
39	Helm of Opposite Alignment
40–44	Incense of Obsession
45–49	Mace of Blood
50–52	Medallion of Thought Projection
53	Necklace of Strangulation
54–55	Net of Snaring
56–58	Periapt of Foul Rotting
59–63	Potion of Poison
64–73	Ring of Clumsiness
74–75	Robe of Powerlessness
76–80	Robe of Vermin
81	Scarab of Death
82–86	Spear, Cursed Backbiter
87–91	Stone of Weight (Loadstone)
92–96	Sword -2, Cursed
97–99	Sword of the Berserker
00	Vacuous Grimoire

Amulet of Inescapable Location (any): Identify will falsely indicate this item grants the wearer immunity from detection, location, and mind-reading. Once donned, however, the item changes from a normal appearing gold amulet with gemstone inlay into a rather large and garish piece of cheap costume jewellery. Anyone wearing the ***amulet of inescapable location*** will be 50% less likely to save vs scrying and divination spells.

Armour of Arrow Attraction (CFPR): This armour appears to both mundane and magical inspection as a strongly magicked suit of plate armour. Only in actual use, however, will its cursed nature be revealed. The armour will function as a magical set of armour +3 against melee attacks but against any ranged attack it imposes -3 penalty to AC. After the armour reveals its true nature a red and white set of three concentric circles appear on the breastplate, over the wearer's heart.

Armour of Rage (CFPR): When worn this plate +1 will cause a -4 penalty to the wearer's charisma.

Bag of Devouring (any): This item appears as an everyday sack and mystical means of identification will indicate it is a ***bag of holding***. The ***bag of devouring*** actually has the same capacity for storage as a regular ***bag of holding*** but in fact the bag is a lure and feeding orifice for an extra-dimensional creature. Some say this horror is the result of an evil mage's twisted experiment on a trapped mimic, or perhaps a doppelgänger, but even the wisest of sages cannot say with any certainty.

The ***bag of devouring*** senses any intrusion of vegetable or animal matter, such as an adventurer's arm, into the bag—though 90% of the time it will ignore the initial intrusion. With each subsequent introduction of living material the bag is 60% likely to grab the offending member and attempt to draw the victim inside. The bag is quite strong and the rows of teeth revealed in the attack are designed to allow a struggling creature to move inward easily but outward only with great difficulty. Treat attempts to break free as a Major Test of Strength. The character gets three such attempts; the first when initially grabbed, the second at -10% when halfway inside, the last at -20% before disappearing into the creature's maw.

Any living material drawn into the ***bag of devouring*** is entirely consumed in 1 round and thus attempts to raise or resurrect the victim which require a part of the corpse are disallowed. Due to the chaotic and other planar nature of the beast, there is only a 50% chance a *wish*, *miracle*, or *resurrection* (if a part of the person was retained outside the bag) will succeed and if that check fails, the victim is irrevocably destroyed.

Though the ***bag of devouring*** can function somewhat as a ***bag of holding*** there is a cumulative 5% chance per hour of the bag swallowing its contents and spitting them out onto some randomly determined plane of existence.

Boots of Dancing (any): Footwear which appears to be any one of a number of magicked boots. When the wearer is engaged in or fleeing from combat, however, the ***boots of dancing*** will show their true nature. The wearer will begin to dance as if the 8th magic user spell *irresistible dance* had been cast upon him or her for the duration of the battle. When hostilities cease, if the character survived the dancing will stop until the next battle. Up until the first time the curse is revealed the boots may be removed at will but afterwards, only a *remove curse* will free the user from this malign footwear.

Bracers of Defenselessness (any): These serve as bracers of defence +5 until the wearer is engaged in actual combat with an enemy of equal or greater level. At once the bracers lose the +5 bonus and immediately and permanently become –5 to AC. A *remove curse* is required to remove them once this has occurred.

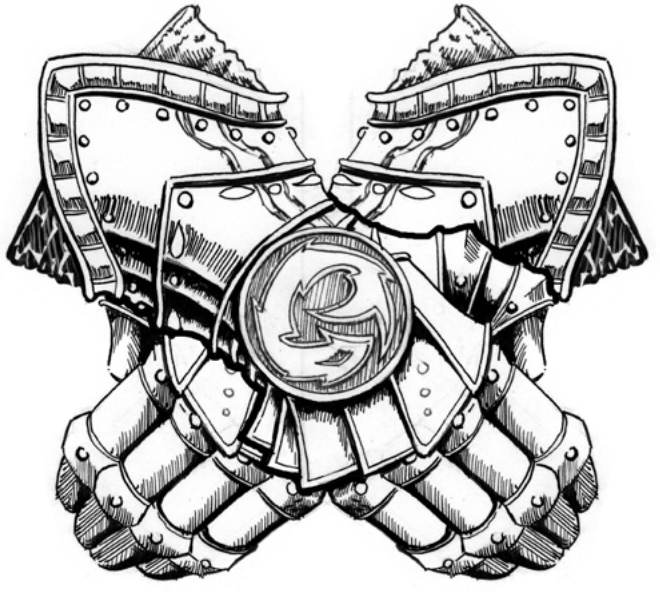
Broom of Animated Attack (any): Appears as a ***broom of flying*** to all attempts to *identify*. When used by speaking the command word, usually found engraved on the handle, the cursed nature becomes obvious. The broom will loop into the air and dump the rider on the ground, then begin attacking them relentlessly as a 4HD monster. The broom gets four attacks at +5 per round, striking twice at the body with the handle and twice in the face with the straw end. All attacks deal 1d6 damage and a successful hit to the face with the straw end also blinds the target for 1 round. The broom is AC -2 [22] and absorbs 18 hit points before breaking into pieces, losing all magic in the process.

Cloak of Poisonousness (any): *Identify* spells will reveal nothing but a rather sturdy woollen cloak. This article of clothing can be handled without harm but when worn the victim is instantly slain unless they roll a save vs death. Once worn, the cloak can only be removed with a *remove curse* spell, which also completely destroys the cloak. Any means of resurrecting the victim must be preceded by a *neutralise poison* spell or be automatically unsuccessful.

Crystal Hypnosis Ball (IM): This item appears as a typical crystal ball, used by many mages to assist with scrying and communication across long distances. Anyone looking into the ball will be hypnotised for 1d6 minutes, during which time they will do nothing but stare into the ball, enthralled by what is seen therein. When the viewer is released, they should roll a save vs petrifaction or be convinced they viewed the desired scene or individual. Further, failing to save indicates the viewer has become mentally enslaved by the actual object of the viewing, a powerful lich, arch-mage, or perhaps even a powerful other-planar figure who is secretly controlling the device. With each use of the hypnosis ball the unlucky individual falls deeper and deeper under the influence of the controlling figure, until eventually the viewer becomes an extension of its will. The viewer, of course, is completely unaware of their waning individuality.

Dust of Sneezing and Choking (any): To any test, this fine white powder appears to be ***dust of appearance***. When thrown into the air this powder causes all living beings within 20ft to be disabled by choking, treat as stunned for 5d4 rounds. Each person must save vs breath weapon or take 2d6 damage from the body wracking coughs. One minute later a second save must be made to avoid an additional 1d6 points of damage. Whether one or both saves are made, each person within the area of effect will be disabled by the choking effect of the powder for 2 rounds.

Flask of Curses (any): This container appears as anyone of a number of containers encountered during the course of an adventure. Sometimes it looks like a potion flask, sometimes as a bottle or beaker, still others as a jug. Shaking the flask of curses may yield a sound as if it were filled with liquid, still other times the flask may emit a thin stream of smoke. When unstoppered, the flask releases a gaseous cloud which causes all within 30ft to roll their constitution score or lower on 3d6 to avoid being cursed. The curse causes a -2 penalty on all attack rolls and saving throws until such times as a *remove curse* spell can be cast on the suffering individuals.



Gauntlets of Fumbling (any): These appear to be gauntlets of two differing types, suitable for use with heavy armour or made for use with leather armour or clothing. These obviously magicked articles detect for ability bonuses depending upon type. Heavy armour gauntlets of fumbling appear to increase strength to 18.99 or sometimes to increase ability +3 with a bladed weapon. Lighter versions will appear to increase the wearer's AC by +2 or increase dexterity to 18. These gloves will perform as whatever item they are disguised as until the wearer is engaged in combat with a hostile foe or other life-or-death type situation, at which time the curse manifests itself. The wearer becomes butter–fingered, losing -2 dexterity, and has a 50% chance each round of dropping anything held in either hand (check separately), which continues even after combat ends. Any beneficial effects of wearing the gauntlets disappear forever then the curse appears.

Gauntlets of fumbling can only be removed by means of a remove curse, or *wish* spell.

Helm of Opposite Alignment (any): This helm appears as a finely made piece of armoured headgear fashioned by a master smith, even to one who knows little about armour. If detected for magic, the helm radiates a faint dweomer of indeterminate origin. Once placed upon the head the wearer must save vs polymorph on the spot or immediately change to the alignment diametrically opposed to the wearer's current alignment. Therefore LG becomes CE, LE becomes CG, and so on. Truly neutral characters will roll 1d4 with 1=LG, 2=CG, 3=LE, 4=CE.

This shift in alignment is a complete metamorphosis of heart, mind, and soul and any character undergoing this change will feel as if they have just "seen the light" and will strive to the utmost to live life according to this new philosophy. Any attempt to return the character to the original alignment will be viewed with revulsion and resisted by any and all means available. Any character making the saving throw can wear the helm without effect as long as they wish, but if removed and subsequently re-worn another save is required. The ***helm of opposite alignment*** loses all magical properties after successfully cursing a character, which means the helm cannot be used to return to one's original alignment.

Incense of Obsession (C): These faintly magical cones or blocks of incense appear to be an aid to divine spell memorisation in like manner to incense of meditation. In essence the incense of obsession causes any cleric using it as an aid to acquiring spells to become completely convinced the incense has granted him or her superior divine magic using ability. The user will seek the flimsiest of excuses to use a spell at every opportunity, even if unneeded or useless. This obsession lasts until all memorised spells have been expended or 24 hours has elapsed.

Mace of Blood (ACFPR): Functions as a mace +3 but only if coated with the blood of an opponent it has slain every day. If it is not, the +3 bonus fades away until it is again bathed in blood. Any character wielding the mace must save vs aimed magic items once every 24 hours or become chaotic evil.

Medallion of Thought Projection (any): This cursed medallion appears both to be proof against detection by scrying or magical thought reading and a device for reading the thoughts of others. Instead of reading the thoughts of all creatures within the area of effect, the medallion instead transmits illusory thoughts of a muddled and confusing nature, requiring a save vs spells to focus into coherent thoughts. The false information gained will always seem plausible to the wearer but may, in fact, be dangerously misleading. Unfortunately, while the medallion of thought projection is tricking the user it is also broadcasting the user's thoughts to all creatures within a cone shaped emanation up to 60ft in front of the user and alerting them to their presence. Thought transmissions can penetrate barriers, but 1ft of stone, 1 inch of common metal, a thin sheet of lead, or 3ft of wood or dirt will block it.

Necklace of Strangulation (any): This extravagantly beautiful necklace appears to be made with the finest craftsmanship and flawless gems, usually diamonds. Short of extraordinary means such as a *wish*, this necklace appears innocuous until worn. Once placed around a character's neck the gems turn a ghastly purple as the necklace constricts around the wearer's neck, inflicting 6 points of damage per round. This infernal necklace can only be removed with a *limited wish*, *wish*, or *miracle*. Otherwise it will remain clamped around the victim's throat, even after death. After about a month, when the victim has decayed into a dry skeleton, the necklace will resume its normal appearance and loosen its hold on the victim's skeleton in order to await the next victim.

Net of Snaring (AFPRT): While not technically a cursed item, the ***net of snaring*** may only be used underwater, thus rendering it less than useful to most adventurers. The net grants a +3 bonus to underwater attacks and can be commanded to launch from the user's hand and ensnare a creature up to 30ft away (as the 1st level druid spell *entangle*).

Periapt of Foul Rotting (any): This item is a semi-precious, ornately-engraved gem of little apparent value beyond the artistic. Any character retaining possession of this pestilential stone for more than 24 hours, however, contracts a horrible rotting skin disease. The disease inflicts a permanent cumulative penalty of -1 each to the user's charisma, constitution, and dexterity each week the disease progresses. When the character's constitution reaches 0, they are in a coma. The following week the character will die. The periapt and the disease it caused can only be removed from the victim by an application of a *remove curse* spell, then *cure disease*, then one of the following: *heal*, *limited wish*, or *wish*. An alternate method of undoing this foul curse involves crushing a ***periapt of health*** and sprinkling the dust upon the cursed character. After 1 round, the character will be completely healed and the ***periapt of foul rotting*** will crumble to dust.

Plate Mail of Vulnerability (CFPR): To any magical means of detection, this armour appears as +1, +2, or even +3 magic armour. As soon as a blow is struck in anger against the wearer however, the true nature of this cursed item reveals itself. The armour will actually be -2, -3, or -4 and the curse prevents the suit of armour from being removed. A hit with a natural 20 will cause the armour to fall to pieces, releasing the victim from its curse but leaving him or her AC 10 [10] in the midst of mortal combat.

Potion of Poison: This is simply poison (save vs. poison or die) contained in a potion bottle.

Ring of Clumsiness (any): Looks, acts, and responds to *detect magic* exactly like a ***ring of feather falling*** until placed on the finger, then the wearer becomes very clumsy. The victim of this curse takes a -4 penalty to dexterity, and magic spells requiring a somatic component have a 20% chance of failure when cast.

Ring of Contrariness (any): A cursed item that renders the victim unable to agree with any suggestion or order. The ring can only be removed with a *remove curse* spell but, naturally, the ring's influence will cause the wearer to resist any such attempts. The ***ring of contrariness*** will also grant the wearer one of the following abilities from the table at the end of this entry.

"Reverse psychology" type commands given in an attempt to get the wearer to remove the ring (example: Do NOT, under any circumstances, remove that ring!) or harm him- or herself will not succeed. If the ***ring of contrariness*** grants the secondary ability of spell-turning (see the following table), casting a successful *remove curse* upon the wearer can be a formidable task.

D12	RESULT
1–2	Flying
3–4	Invisibility
5–6	Levitation
7–8	Shocking Grasp
9–10	Spell Turning
11–12	Strength (18.99)

Ring of Weakness (any): This dreadful ring reduces the strength and constitution ability scores of the wearer by 1 point per round until both are at 3. This cursed effect is disguised by the ring granting the wearer the ability to become invisible at will as per the ***ring of invisibility***, but becoming invisible doubles the rate of ability score drain. The loss of strength and constitution will not become apparent until the wearer attempts some action, such as combat or bending bars, that requires strength or endurance. When both abilities reach 3 the victim will be unable to function in their class. The ring of weakness can only be removed if a remove curse followed by dispel magic is cast upon the ring.

After removal, the victim of the curse will regain 1 point each of strength and constitution for every complete day of rest. There is a 5% chance the curse will be reversed, causing the ring to instead be a ***ring of the berserker***. In such a case the victim will gain, rather than lose, one point each to strength and constitution each round (double that rate if the ring's invisibility power is used). If a fighter, roll for percentile score above 18 for strength when 18 is reached. When both ability scores are at 18, the ring-wearer will melee any opponent they see, regardless of any other circumstances. Removing the ***ring of the berserker*** will cause immediate loss of gained strength and constitution bonuses and the victim's ability scores will be returned to normal. The ***ring of the berserker*** will work only once on each wearer.

Robe of Powerlessness (IM): This magical robe appears to be a beneficial magic item, usually a ***robe of protection +2***. As soon as the robe is worn the character takes a penalty of -3 to strength and intelligence, possibly forgetting spells and magic knowledge or becoming over-encumbered accordingly. Note that neither attribute may be reduced to less than 1. The robe may be removed at will but the effects may only be dispelled by a *remove curse* followed by heal.

Robe of Vermin (IM): This robe radiates strong protective magic, as a ***robe of protection +4***, until the curse is revealed. When the person wearing the robe attempts to concentrate in order to cast a spell against an opponent, the wearer is assaulted by a multitude of bites and stings from the vermin magically infesting the robe. The pain and distraction of the biting insects render all attempts at spell-casting unsuccessful unless a save vs spells is made and the wearer takes a -3 on initiative and -2 to attacks, damage, and saves.

Scarab of Death (any): Though this small oval pin appears to be any one of the many beneficial jewellery items known to exist, it is actually very dangerous. If carried, held, or worn for more than 1 round by any living creature the pin turns into a burrowing beetle-like monster. The beetle will immediately rip through the wearer's clothing and into the flesh, burrowing its way into the heart in 1 round and killing the victim. The victim has one chance to grab this burrowing horror by saving vs death magic but even if successful 3d6 points of damage are caused by the attack. If the victim successfully tears the beetle away before it burrows out of sight it will revert to its scarab form. For long term storage the scarab can be prevented from coming to life by placing it in a container of bone, ceramic, ivory, metal, or wood.

Shield -1, Missile Attractor (CDFPR): This shield's armour penalty negates the advantage to AC carrying a shield gives. Worse, the bearer of the shield is twice as likely to attract missile fire when the group they are in is subjected to non-directed missile fire.

Spear, Cursed Backbiter (ADFPR): This +2 weapon is suitable for either melee or use as a missile. If the user rolls a natural "1" when attacking a foe in anger, however, the cursed nature of the ***backbiter*** causes the shaft of the spear to curve back upon the wielder and strike him or her for damage, instead. If the ***backbiter*** was thrown and the attack roll was a natural "1" the missile will double back in mid-flight and unerringly strike the thrower for double damage. After the first time the nature of the cursed backbiter becomes obvious, a small inscription reading "L. LaFleur, Master Smith" will be visible on the weapon's shaft, close to the spearhead.

Stone of Weight, or, Loadstone (any): A egg-shaped, dark, and smoothly polished stone. The loadstone frequently appears as onyx, hematite, pyrite, or lapus lazuli. Anyone picking up the ***loadstone*** will immediately suffer a 50% reduction in movement speed. Once picked up the stone cannot be discarded by any means either mundane or magical. No matter the method of disposal: thrown off a cliff, smashed into dust, sold to a greedy merchant, or given away; it always reappears somewhere on the person of the cursed individual. A *remove curse* will allow the victim to forever rid themselves of the stone, but there are no known means of permanently destroying the stone or the curse it contains.

Sword +1, Cursed (AFPRT): This weapon appears to be a normal sword of the magic +1 variety until the weapon is drawn in combat. At that time the owner of the sword will find the cursed weapon magically fastened into their hand and unable to disengage from combat until either he or the opponent is dead. After combat is resolved the owner will be able to let go of the sword but unable to discard it by any means. Even if the owner throws the weapon away or attempts to fight with a different weapon, the cursed sword will magically reappear when combat is engaged, once again welded to their hand, and again the wielder must attack until dead or the opponent is slain. An exorcism by a good aligned cleric is the only way to rid oneself of the weapon.

Sword –2, Cursed (AFPRT): This exceptionally beautiful and well made weapon performs as a +2 weapon in practice. When employed in actual combat, however, the sword inflicts -2 on all attack and damage rolls. The sword's ego is very powerful and it will cause its owner to always use it in combat over any other weapon, including missile weapons. Even if the owner intends to draw a different weapon they will involuntarily find the cursed sword in hand. Only a *remove curse*, *limited wish*, or *wish* will rid the unlucky owner of this sword -2.

Sword of the Berserker +2 (AFPRT): This rather plain looking longsword is not particularly eye-catching, but anyone with a knowledge of weapons will immediately recognise this ancient blade to be of high strength and durability. The ***sword of the berserker*** grants a +2 bonus in combat but also causes the wielder to enter a berserk frenzy and attack the nearest creature, whether friend or foe, and continue fighting until no living creatures is within 30ft. While in their berserk rage, the wielder of the sword is +2 to strength and constitution, +2 to saves, -2 to AC, and moves at double speed. The increased constitution grants 2 temporary hit points per level and any damage inflicted is subtracted from these points first. The extra hit points fade away after the rage runs its course. It should be noted that the more violent civilisations scattered throughout the realm see this weapon as blessed rather than cursed.

Vacuous Grimoire (any): This vile tome is thought by some sages to be the prison for a low level malevolent entity, an imp or quasit, perhaps. When the book is placed with other books it tends to alter appearance to blend in with the surrounding volumes and the title, scribed in gold on the spine and on the front, tends to appear as a subject of interest to the person viewing it at the time. This, the sages conclude, indicates some sort of evil intelligence. Anyone opening this infernal manual and reading even one word must immediately roll two saves against petrifaction. The first is to prevent a permanent –1 to intelligence, and the second to prevent a permanent -2 to wisdom. The book may be freely discarded either before or after reading, but the effects of the curse are permanent. One wishing to destroy the book must cast a *remove curse* upon it while it is being burned.

2.13.11. ARTIFACTS

Artifacts are the relics of ancient civilisations which the combination of age, long–forgotten magics, and otherplanar influences have elevated beyond the power of even the most potent magic items. As one might deduce, the power of an artifact is potentially destructive to the campaign in which it is introduced and artifacts should therefore never be randomly generated or lightly placed. Artifacts are divided into two groups: minor and major. Major artifacts are unique items of great power, to rival that of the gods. Minor artifacts are not unique, though still quite rare, and of somewhat lesser power than major artifacts. Any artifact, major or minor, is nearly impossible to destroy.

2.13.11.1. MINOR ARTIFACT DESCRIPTIONS

Book of Infinite Spells (any): This ancient tome appears to be a nondescript and well used travelling spellbook of the type favoured by adventuring wizards. This artifact grants to any player of any class the ability to cast the spells contained within its pages, though any character of a class unable to cast spells will function at one level lower while in possession of the artifact. The book of infinite spells contains 2d6+20 pages (22–32 pages) and the nature of the spell scribed on each page is determined randomly using 1d10, with a die roll of 1–5 indicating an arcane magic spell and a roll of 6–10 indicating divine magic. GMs may use the following table to assist with random selection of spells.

D100	SPELL LEVEL	D100	SPELL LEVEL
01–05	4th	71–85	7th
06–50	5th	86–95	8th
51–70	6th	95–00	9th

This artifact book has a rather curious property—the pages may only be turned from front to back. Once a page has been turned, it may never be unturned, and the book always opens to the page it was on when last used. When the last page is turned the book vanishes and if the player lost a level when first opening the book that level is restored to the player. The owner can cast the spell scribed upon the active page once per day and if the spell is one usable by the user’s class it can be cast up to four times per day. The book’s owner need not have the book on their person to use its power. The spells inscribed therein may not be copied into a spellbook, for the magic is bound up within the artifact itself, nor may a page be ripped from the book without destroying it.

Any casting of a spell from the book creates an energy feedback which has a chance of causing the page to magically turn. This turning of the page will occur in spite of any precautions taken to prevent from it doing so. Of course, due to the random nature of the book’s content, the turning of the page to a new spell may actually benefit the owner. The owner knows the newly-available spell as soon as this occurs. The ***book of infinite spells*** is treated as a scroll in terms of actual casting time, effects, saving throws, material components and so on.

Condition and Chance of Page Turning:

- Caster employing a spell usable by class and level: 10%
- Caster employing a spell not usable by class and level: 20%
- Non-spellcaster employing a divine or druidic spell: 25%
- Non-spellcaster employing an arcane or phantasmal spell: 30%

Deck of Many Things (any): This artifact is the ultimate two–edged sword, conferring effects both beneficial and baneful. It consists of a deck of 22 finely-carved ivory plaques in an intricately–carved box of polished ebony. There have also been reports of versions of the deck consisting of fine vellum cards in a leather bag. The individual carvings on the plaques or cards are composed mainly of an archetypal character derived from ancient human lore and a variety of runes of power. The owner of the deck draws as many plaques as they wish from the deck and whatever effect is bestowed takes place instantly, whether for weal or woe.

The following conditions apply to using this artifact. First, the owner must declare beforehand exactly how many cards they wish to draw from the deck before they begin; otherwise they will be unable to draw from the deck. Once the number of cards is declared they must be drawn from the deck within an hour of each other. If the character does not draw the declared number of cards from the deck, either willingly or unwillingly, at the end of one hour the specified number of cards will flip out of the deck automatically at the rate of one per turn. Each time a card is drawn it is returned to the deck before drawing again, making it possible to draw the same card multiple times.

The table on the following page is a listing of the various plaques and their effects, following the table is a more complete description. Included is a corresponding card, both Tarot and common playing card, so the GM can have the player actually draw from a deck. Dice may also be used to generate a random result.

Ace of Spades
SPADES

PLAQUE	TAROT CARD	PLAYING CARD	SUMMARY OF EFFECT
Balance	XI. Justice	Two of Spades	Change alignment.
Comet	Two of Swords	Two of Diamonds	Defeat the next monster you encounter to gain one level.
Donjon	Four of Swords	Ace of Spades	You are imprisoned.
Euryale	Ten of Swords	Queen of Spades	Permanent –1 to all saving throws.
The Fates	Three of Cups	Ace of Hearts	Avoid, one time, any situation of your choosing.
Flames	XV. The Devil	Queen of Clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with TM)	Lose 10,000 experience points and you must draw again.
Gem	Seven of Cups	Two of Hearts	Gain your choice of 25 pieces of jewellery or 50 gems.
Idiot	Two of Pentacles	Two of Clubs	Lose intelligence permanently, you may draw again.
Jester	XII. The Hanged Man	Joker (no TM)	Gain 10,000 experience points, or, two more draws from the deck.
Key	V. The Hierophant	Queen of Hearts	Gain a major magic weapon.
Knight	Page of Swords	Jack of Hearts	Gain the service of a 4th level fighter.
Moon	XVIII. The Moon	Queen of Diamonds	You are granted 1d4 wishes.
Rogue	Five of Swords	Jack of Spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of Spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of Clubs	Defeat dread wraith or forever be destroyed.
Star	XVII. The Star	Jack of Diamonds	Immediately gain a +2 permanent bonus to one ability score.
Sun	XIX. The Sun	King of Diamonds	Gain beneficial magic item and 50,000 experience points.
Talons	Queen of Pentacles	Ace of Clubs	All magic items you possess disappear.
Throne	Four of Staves	King of Hearts	Gain a +1 to charisma.
Vizier	IX. The Hermit	Ace of Diamonds	Know the answer to your next dilemma.
The Void	Eight of Swords	King of Clubs	Body functions but soul is trapped elsewhere.

- **Balance:** The character must immediately change to a radically different alignment. Failure to act in accordance with this new outlook on life will result in the player losing a level.
- **Comet:** To gain the xp and level raise benefit, the character must defeat the next monster or monsters encountered with no aid or assistance of any kind. If successful, the character gains enough experience to gain the next level of advancement.
- **Donjon:** The character is imprisoned, either by some powerful being or as the ninth level magic user spell. The character appears in a cell or holding area with absolutely nothing except their skin. All additional card draws are forfeit if this card is drawn.
- **Euryale:** The -1 penalty is immediate and permanent, save by the intervention of a deity or by The Fates card in this same deck.
- **Fates:** The skein of reality, the actual fabric of space-time will be rewoven by the ***Fates*** on behalf of the player drawing this plaque. This card will prevent something from happening or undo a past event but the ***Fates*** cannot cause an event to happen. Note well this alteration of fate only applies to the player actually drawing the card. The remainder of their party may or may not reap the benefit with him or her.
- **Flames:** The flames of wrath are kindled between the player and an outsider. The slight may be real or imagined on the part of the outsider but the enmity will burn brightly until either the player or the outsider is slain. Determine the exact nature of the foe randomly; roll 1d20 for number of days until it attacks or otherwise begins to vex the player.
- **Fool:** Both the redraw and the experience point penalty are immediate and mandatory. Discard this plaque before redrawing.

- **Gem:** The jewellery is exquisitely made and set with dazzling gems; each piece is worth 2,000 gp. The gems are flawless and worth 1,000 gp apiece.
- **Idiot:** Roll 1d4+1 to generate the total number of points deducted from intelligence ability, imposed on the spot. The redraw is optional, but once the player declares a decision out loud it cannot be changed.
- **Jester:** The redraw is optional, but once the player declares a decision out loud it cannot be changed. This card is discarded before any redraws take place.
- **Key:** A powerful magic weapon of a type the player can use materialises in their hand.
- **Knight:** The fighter is equipped with non-magical armour, equipment and weapons and is of the same gender and ancestry as the character. This henchman appears from nowhere and offers their sword to the character, serving loyally until death.
- **Moon:** The wishes expire in a number of minutes equal to the number of wishes. Any wishes remaining unused at the end of this time period will be lost forever.
- **Rogue:** The traitor is preferably an NPC in the player's employ, and will forever after be completely hostile to them. If the player has no cohorts in their employ, the enmity of an NPC at the player's home base area, a powerful political or religious figure, can be substituted. The traitorous former friend will do all in their power to ruin the player financially, socially, and politically.
- **Ruin:** As stated, all nonmagical items possessed (not just carried) by the player immediately and irrevocably vanish.
- **Skull:** An unturnable dread wraith appears and attacks the character. The wraith warns any companions not to interfere, the only time it will speak, and anyone helping the victim will find themselves facing their own dread wraith in a fight to the death. If the player is slain he cannot be revived, even by means of a *wish* or miracle. Stats for the dread wraith are included here (and not in the monster section—because this is the only situation in which such a beast can appear.)
- **Star:** The player may choose the ability increased by this card but the points may not be divided between two abilities.
- **Sun:** Roll on the magic items table until an item usable by the player is generated.
- **Talons:** Immediately upon drawing this plaque, all magical items owned by the character (not just those carried) disappear. They cannot be recovered by any means.
- **Throne:** The character becomes a charismatic and powerful leader of the people. The castle will appear in any open area of the player's choosing but the decision must be made within an hour of drawing the card.
- **Vizier:** The player acquires the ability to query a deity and receive a truthful answer once, within one year of drawing the card. The information received will be useful for solving the player's dilemma in question but the player may not always be able to act upon what they learn.
- **The Void:** When this completely black card is drawn, an intangible something visibly passes from the player's face into the card. The character's comatose body will continue to function at a minimal level but the psyche will be trapped in a prison in another plane or other impossibly remote location. The player cannot be restored with a *wish*, though this spell will reveal the plane of entrapment. A player drawing this card forfeits all further draws.

DREAD WRAITH

FREQUENCY	Very rare
NO. ENCOUNTERED	2d6
SIZE	Large
ALIGNMENT	Lawful Evil
MOVE	120ft; 240ft flying
ARMOUR CLASS	1 [19]
HIT DICE	16
MELEE ATTACKS	1 (2d6 + level drain)
SENSES	Standard
LAIR CHANCE	25%
INTELLIGENCE	Very (11-12)
MORALE	125
LOOT	Hoard 5
EXPERIENCE	9/5,900 +23/hp

Dread wraiths are insubstantial undead creatures that exist partially in the negative material plane, giving them the power to drain one level of experience when they score a hit upon an opponent.

Immunities and Resistances

Turned as Undead: Dread wraiths are turned as type 10 Undead.

Immune to Mundane Non-Silver Weapons. The wraith is immune to piercing, blunt, or cutting damage, unless the weapon causing that damage is magical or silver. Non-magical silver weapons inflict half damage.

Immune to Cold. Dread wraiths are immune to cold damage.

Undeath. This creature is immune to all mind control (including *charm*) and *hold* spells. It cannot be affected by sleep, gases, poison, or disease.

Special Attacks

Level Drain. With a successful hit, a dread wraith drains 1 level of experience from the target. In sunlight, the dread wraith cannot drain levels.

Hammer of Thunderbolts (CFPR): This powerful weapon appears as a square-headed, 15 lb warhammer with a shorter than normal haft. The ***hammer of thunderbolts*** strikes as a +3 weapon and deals 4d6 damage, and can also be hurled as a missile weapon (30ft range bands) which will return to the wielder after the attack is resolved. Note that this is the maximum power the item can attain if wielded by a cleric; only one who can wear the belt of giant strength can unlock its full potential.

If the wielder is wearing both gauntlets of ogre power and a belt of giant–strength the slumbering power of the hammer of thunderbolts is revealed to the wearer. First, the owner knows the weapon for what it is. Second, the weapon gains a full +5 attack bonus, all damage bonuses from the hammer, gauntlets, and belt stack, and the weapon will strike dead any giant on a successful hit. The giant is allowed a saving throw vs death magic to avoid the instant death but not the damage.

Further, when hurled the weapon gains a new power. On a successful attack the hurled weapons emits a clap of thunder which stuns all living creatures within 90ft (saving throw vs petrifaction to avoid).

Chiselled into the base of the stone hammerhead are the words "Æsir Hammers, Ltd."

Philosopher's Stone (any): Produced by an alchemist of some long-forgotten civilisation, the ***philosopher's stone*** appears as an unremarkable, dull black rock of irregular shape and about the size of a clenched fist. Upon inspection the stone seems heavy for its size and, if spun on a flat surface the stone wobbles about its axis as if the centre were liquid. Breaking the stone open will reveal the hollow centre is filled with alchemist's quicksilver, a wonderful substance able to transmute base metals such as lead or iron into pure gold or silver. The amount of alchemist's quicksilver in the philosopher's stone is sufficient to convert 5,000 lbs of iron into pure silver, or 1,000 lbs of lead into gleaming, pure gold. The potent magic of the stone also has another use. The quicksilver can be mixed with a curative potion to create ***oil of life***. When applied to a corpse the oil acts as a *resurrection* spell.

The quicksilver is sealed into the stone because it breaks down rapidly when exposed to air. The quicksilver must be used within 24 hours of breaking the stone or it loses its potency forever. Any use of the quicksilver uses all the contents of the stone, so one must decided beforehand whether to produce silver, gold, or the ***oil of life***.

Sphere of Annihilation (IM): This "object" is not so much something as pure nothing, a spherical wound in reality consisting of a malignant absence of matter. Any matter from the Prime Material Plane coming into contact with the sphere is sucked into its utter blackness, instantly and irrevocably destroyed. A *wish* cannot restore the unfortunate victim; only the direct intervention of a deity may do so.

A ***sphere of annihilation*** can be moved without touching it, using only the power of the mind. The character must roll a save vs death magic, modified by +1 for each point of intelligence over 15, to move the sphere 10ft per round plus 5ft for each point they exceeded their save. Initial control of the sphere can be attempted from as far away as 40ft and once control is gained the distance the sphere can be controlled increases to 40ft+10ft per controlling character's level. If a control check fails the sphere slides 10ft in the direction of the controller who was attempting to move it. Controlling a sphere uses all of a character's actions for that round.

Control of the sphere can be challenged. All creatures attempting to gain control of the sphere roll their saves as above, and the rolls are compared. If all fail their saving throws the sphere moves 10ft toward the one who rolled the lowest number. If only one saves, they gain control of the sphere for 1 round. If more than one (or all) vying for control of the ***sphere of annihilation*** make their saving throws, the person exceeding their saving throw by the most number of points gains control. Should the contest for control of the sphere come out exactly equal, control should pass to the person with the highest intelligence score or, failing that, have the players roll d100 and give control to the random winner.

The ***sphere of annihilation*** cancels most magic in the same way it absorbs matter. Therefore spells such as *dispel magic* and the various protections from magic have no effect on the sphere. There are, however, two exceptions. First, if a ***rod of cancellation*** touches the sphere, the incompatibility of the respective connections to the Negative Material Plane will cancel each other with great vigour. The resulting explosion will inflict 2d6×10 damage on everything within a 60ft radius, no saving throw allowed. Second, a *gate* spell has a 50% chance of destroying the sphere (roll 01–50 on d100), a 35% chance of having no effect at all (51–85), or a 15% chance (86–100) of ripping a hole into the very fabric of reality and sucking everything within 180ft of the now-destroyed sphere into the tear and depositing it on an alternate plane of existence.

See also: *Talisman of the Sphere*.

Talisman of Pure Good (CP): Any cleric or paladin of good alignment (LG, NG, CG) can use this artifact to damn an evil cleric (LE, NE, CE) up to 100ft away to a fiery judgment. When the talisman is activated, the ground cracks open at the cleric's feet, flames shooting upward as the victim is sent hurtling down to the very centre of the earth. The following round the ground closes and forever after, nothing will grow on that spot.

The wielder of the talisman must be exceptionally pure of thought and deed, or else the target of the talisman's effect gains a saving throw vs death magic to leap aside as the crack forms. It should be also noted the target must be standing on solid ground for the talisman to function. None but a good paladin or cleric may use the ***talisman of pure good***, and none but an evil cleric may be damned by it. Any neutral cleric (LN, N, CN) touching the talisman takes 6d6 damage, no saving throw allowed. An evil cleric touching the talisman takes 8d6 points of damage, no saving throw allowed. The talisman is inert to any other character.

Talisman of the Sphere (IM): This item is only usable by arcane or phantasmal spell casters. Any character unable to cast arcane or phantasmal spells cannot use the talisman and, in fact, will take 5d6 points of damage if they attempt to pick it up. The talisman, consisting of a braided gold and adamantine cable forming a loop closed by an adamantine handle, allows a magic user to exert greater control over a ***sphere of annihilation*** (see above) by increasing the character's modifier on the control check (double intelligence bonus and character level). A character using the talisman to exert influence on a ***sphere of annihilation*** need only check for maintaining control every other round after initial control is established. If the wielder fails to establish initial control or subsequently loses control, the sphere will move toward him or her at a rate of 10ft per round. Though spells such as *dispel magic* are ineffective against a ***sphere of annihilation***, these spells function normally when used on the ***talisman of the sphere***—which counts as 20th level for the purposes of *dispel magic* attempts.

Talisman of Reluctant Wishes (any): This nondescript artifact causes any character touching it to try to roll their charisma or less on 1d20.

If they fail the roll by exceeding their charisma score, the talisman acts as a stone of weight (detailed in the "Cursed Magic Items" section). Discarding or destroying the talisman results in 5d6 damage, no save allowed, and the talisman disappears.

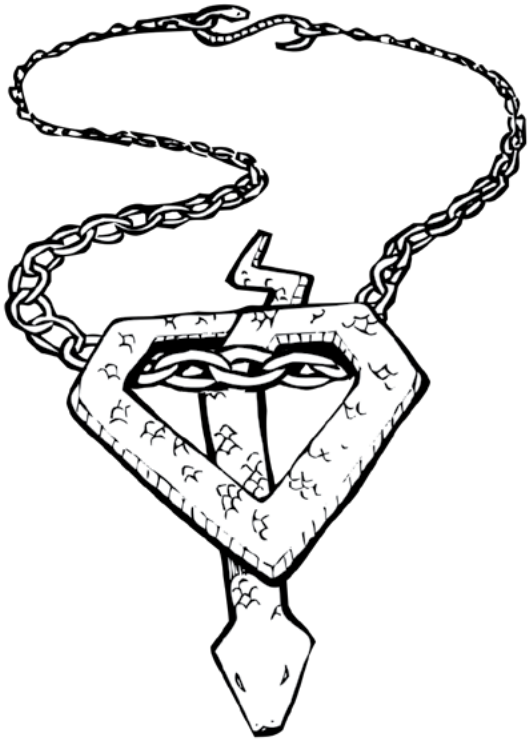
Success means the talisman will remain with the character for 5d6 hours or until they make a wish with it. When one or the other event occurs, the talisman disappears.

If they roll a natural 20 the character and talisman become bound together for a number of months equal to their charisma score and they will be unable to get rid of the talisman during that time. The artifact will grant the owner one wish for every six points of charisma during this time, but as above all wishes must be used before the time expires. During this time the talisman, if held, will grow warm and vibrate whenever the owner comes within 20ft of a magical or mechanical trap. The talisman must be held in order to receive this benefit.

No matter which result is rolled, when the ***talisman of reluctant wishes*** disappears, a flawless white diamond worth 10,000 gp is left in its place.

Talisman of Pure Evil (C): Any cleric of evil alignment (LE, NE, CE) can use this artifact to banish a good cleric or paladin (LG, NG, CG) up to 100ft away to an icy prison. When the talisman is activated, the ground cracks open at the victim's feet, chunks of ice flying upward as the victim is sent hurtling down to the very centre of the earth. The following round the ground closes and forever after, only white roses will grow on that spot.

The wielder of the talisman must be relentlessly and irredeemably evil of thought and deed, or else the target of the talisman's effect gains a saving throw vs death magic to leap aside as the crack forms. It should be also noted the target must be standing on solid ground for the talisman to function. None but an evil cleric may use the talisman of pure evil, and none but a good cleric or paladin may be banished by it. Any neutral cleric (LN, N, CN) touching the talisman takes 6d6 damage, no saving throw allowed. A good cleric touching the talisman takes 8d6 points of damage, no saving throw allowed. The talisman is inert to any other character.



2.13.11.2. MAJOR ARTIFACTS

Unlike minor artifacts, major artifacts are unique (meaning each is one of a kind). These are the most potent magic items known to mortals. The power contained in a major artifact is capable of completely altering the balance of power in a campaign. Major artifacts are not easily unmade and each has a single and very specific means of destruction.

A detailed description of major artifacts is not a fit subject for the OSRIC core rules. As with certain other parts of the First Edition system—planar travel, encounter statistics for major demons and devils, and the like—major artifacts will be dealt with in separate and subsequent volumes, on the grounds that such things are not suitable for play at the more usual character levels.

CHAPTER FOURTEEN: HIGH LEVEL PLAY

2.14.1. STRONGHOLDS

STRONGHOLD CONSTRUCTION

When the time comes for high level characters to finally design and construct their fortified strongholds, the GM may consult the following table to arrive at an estimate of the costs involved. In terms of total building time, a month per 2,000 gold pieces' worth of construction (or fraction thereof) is not unreasonable. Some GMs allow clerics to build their strongholds at half the standard cost, owing to support they receive from religious organisations.

Also included here are the structural hit points (SHP) for the structures in question. These function similarly to the regular hit points of characters and monsters, except that only large-scale attacks such as stones hurled by catapults and other siege machines are effective at damaging structures.

TABLE 2.14.1A: STRONGHOLD BUILDING COST

STRUCTURE	COST	SHP
Barbican, stone (90ft L x 30ft W x 30ft H)	5,000 GP	150
Building, stone (60ft L x 60ft W x 20ft H)	600 GP	30
Building, wood (60ft L x 60ft W x 20ft H)	300 GP	12
Drawbridge (15ft L x 10ft W)	500 GP	15
Gate (10ft W x 15ft H)	600 GP	12
Gatehouse, stone (70ft L x 70ft W x 30ft H)	2,500 GP	120
Keep, stone (150ft L x 150ft W x 30ft H)	8,000 GP	175
Moat (100ft L, 10ft D, 20ft W)	200 GP	N/A
Palisade, wood (100ft L x 10ft H)	150 GP	8
Rampart, earthen (100ft L x 10ft H)	150 GP	20
Tower, stone (20ft L x 20ft W x 30ft H)	1,000 GP	40
Tower, stone (30ft L x 30ft W x 30ft H)	1,500 GP	60
Tunnel, underground (10ft L x 10ft W x 10ft H)	250 GP	N/A
Wall, stone (100ft L x 10ft W x 30ft H)	1,000 GP	30

WAR MACHINES

These massive contraptions require crews of up to half a dozen trained soldiers to operate. They aim and fire so slowly that they are unable to purposefully target small moving objects. That said, any being unfortunate enough to be present on the spot a catapult or trebuchet missile hits must save versus death or suffer ten times the rolled SHP damage as HP damage.

Additionally, giant-hurled boulders and the mighty blows of such eldritch beings as iron golems, stone golems, and earth elementals inflict 1d3 SHP damage. Some particularly devastating spells and magic items also cause SHP damage as shown below.

TABLE 2.14.1B: WAR MACHINES

DEVICE OR MAGIC	D20 ROLL TO HIT	DAMAGE (IN SHP)	RATE OF FIRE (ATTACKS/ROUND)	RANGE (-2 TO HIT PER INCREMENT)	SHP	COST
Battering ram	N/A	1/attack	1/2	N/A	12	400 GP
Catapult, light	13	1d3	1/4	150ft	4	200 GP
Catapult, heavy	14	1d4	1/4	180ft	6	300 GP
Trebuchet	15	1d4+1	1/4	240ft	8	600 GP
Biccby's Clenched Fist	N/A	1/attack	N/A	N/A	N/A	N/A
Disintegrate	N/A	1d3	N/A	N/A	N/A	N/A
Earthquake	N/A	5d10	N/A	N/A	N/A	N/A
Fireball or Lightning Bolt	N/A	1/level to wood only	N/A	N/A	N/A	N/A
Horn of Blasting	N/A	1d6+2	N/A	N/A	N/A	N/A

FREEHOLDS

A stronghold is eligible to become a freehold if there is enough land around it. The character must clear out monster lairs from at least a 20-mile radius of surrounding wilderness. Regular weekly patrols will also need to be made, to keep the area as safe as possible. The newly minted freehold will then attract settlers seeking to establish hamlets and villages under the character's protection.

So long as monsters are kept under control and the hold's population is not abused to the point of open revolt, the character will receive a monthly income of 7 silver pieces per inhabitant, from taxes and trade duties.

The possibility of new monster incursions always looms, however, and there is a 1 in 12 chance of such an incursion each week (roll as per a random wilderness encounter). Depending on the severity, some of these encounters may be resolved simply by dispatching hired troops, while others may require the character's personal attention.

2.14.2. SPELL RESEARCH

Higher-level magic-users and illusionists can discover new spells by developing magic words, components, and gestures that evoke magical effects. Clerics and druids may also attempt to "create" new spells using the same procedure, although the actual process is more a matter of religious research and divine inspiration than scientific-magical research. Any proposed spell can unbalance the game, so the GM's approval is required.

The basic process for researching a new spell:

A minimum of one full week of research time per spell level, plus one additional week, is required for the process.

Cost is equal to 200 gp per spell level, plus an additional 1d4 x 100 gp per week (see above). This cost assumes access to a full laboratory (magic-users, illusionists) or shrine (clerics, druids). If no such facility is available, the base cost increases to 2,000 gp per spell level plus an additional 1d4 x 100 gp per week.

Once the minimum time and cost are met, a die roll is made to see if there is immediate success. The success chance is 10% (the "base success chance"), plus the character's intelligence score (for magic-users and illusionists) or wisdom score (for clerics or druids) plus the level of the researcher, *minus* two times the level of the new spell. Paying an additional 2,000 gp per level of the spell during the research phase increases the base success chance from 10% to 20% (adding 10% to the base success chance), and this optional price may be paid up to four times, resulting in a maximum base success chance of 50% (10% plus four increments of 10%) at the cost of 8,000 gp per spell level (2,000 gp per additional 10%).

If the first success roll fails, a new attempt can be made after an additional week of research, at the usual cost (200 gp per spell level plus 1d4 x100 gp). The process can be continued with a new attempt every week for as long as the character has time and resources to continue research.

INDEX

A

Ability scores 4, 24, 171, 317
Acid 41, 90, 113, 148, 152, 175, 230, 231, 242, 243, 244, 277, 278
Adventure 27, 33, B
Adventures in Towns and Cities 3, 29
Aerial Agility 28, 84, 163, 295
Age 46, 47, 48, 49, 149
Alchemist 10, 11, 54, 55, 56, 66
Alignment 17, 20, 21, 22, 25, 38, 43, 50, 87, 99, 105, 116, 130, 132, 133, 134, 135, 136, 138, 139, 149, 155, 168, 172, 173, 174, 177, 179, 181, 184, 185, 190, 191, 199, 200, 207, 211, 212, 216, 222, 228, 240, 280, 285, 286, 287, 288, 289, 290, 291, 294, 297, 302, 306, 309, 313, 314, 316, 320, 322, 323
Ancestry 20, 25, 26, 50, 54, 56, 84, 281
Armour 7, 9, 10, 12, 15, 16, 19, 24, 31, 50, 84, 100, 104, 119, 120, 124, 126, 142, 144, 147, 156, 161, 169, 172, 173, 175, 177, 182, 189, 201, 213, 214, 217, 239, 240, 247, 253, 254, 262, 263, 266, 275, 277, 284, 285, 286, 294, 296, 299, 300, 303, 304, 310, 312, 313, 315, 316, 317, 318, 321
Armour Class 5, 10, 11, 84, 99, 109, 110, 112, 137, 142, 190, 218, 225, 236, 245
Armourer 10, 12, 54, 55, 56
Artifacts 319, 323
Assassins 18, 23, 126, 185, 265, 288
Attack roll 90, 94, 161, 163, 213, 280, 281, 287, 308, 318. *See also* To Hit Roll

B

Blacksmith 10, 12, 54, 55, 56

C

Camping 28
Castles 168, 169, 170, 211, 241. *See also* Strongholds
Chaos 57, 128, 228, 288. *See also* Alignment
Character classes 24, 273
Charge 15, 20, 93, 100, 105, 112, 142, 157, 206, 210, 219, 234, 238, 239, 240, 246, 280, 281, 282, 283, 284, 285, 287, 291, 293, 296, 300
Charisma 17, 268, 271, 289, 295, 310
Clerics 23, 24, 25, 120, 126, 134, 156, 161, 172, 181, 182, 184, 185, 241, 288, 324, 325
Coin 263, 271, 291
Combat 5, 15, 22, 24, 50, 83, 86, 93, 94, 95, 104, 106, 107, 110, 111, 115, 120, 123, 125, 127, 129, 131, 133, 135, 138, 139, 149, 159, 160, 166, 171, 174, 177, 180, 191, 198, 201, 203, 208, 209, 211, 218, 219, 220, 223, 230, 234, 235, 239, 242, 243, 244, 246, 248, 250, 252, 254, 255, 276, 277, 281, 283, 285, 286, 289, 290, 292, 293, 299, 300, 308, 311, 313, 315, 316, 317, 318
Combat and XP 3, 5
Concealment 116, 117
Conditions 20, 27, 149, 226, 247, 282, 293, 295, 305, 310, 312, 319
Constitution 20, 38, 43, 208, 289, 292, 293, 303, 304, 310, 313, 316, 317, 318
Cover 10, 24, 99, 112, 162, 175, 176, 202, 292
Cursed Items 268, 273, 312, 314

D

Designing City Adventures 3, 53. *See also* Adventures in Towns and Cities
Dexterity 38, 43, 84, 99, 111, 128, 133, 171, 251, 274, 292, 293, 299, 301, 303, 304, 307, 316, 317
Disguise 53, 54, 55, 104, 148, 301
Door 27, 33, 35, 37, 38, 40, 41, 42, 107, 110, 125, 155, 191, 209, 229, 235, 246, 253, 283, 295, 302, 304
Druids 23, 53, 55, 290
Dwarfs 52, 61, 156, 269, 290, 291

E

Elves 8, 16, 24, 60, 72, 87, 113, 160, 161, 167, 179, 242, 276, 281
Encounter 28, 45, 53, 54, 55, 56, 57
Encounters 3, 39, 44, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81
Encumbrance 299
Engineer 10, 12, 13, 54, 55, 56
Ethereal 30, 88, 98, 114, 115, 129, 137, 148, 157, 166, 167, 200, 208, 228, 232, 235, 239, 277, 283, 285, 296, 300, 307
Example Dungeon 3, 31
Experience 3, 7, 24, 25, 85, 137, 186, 260, 266

F

Falling 41, 277, 285, 294, 317
Fighter 20, 50, 53, 54, 55, 56, 181, 281, 297, 302, 308
Followers 3, 23
Freeholds 325

G

Gemcutter 10, 13, 54, 55, 56
Gems 7, 13, 37, 43, 104, 119, 120, 121, 129, 133, 157, 172, 183, 186, 196, 217, 220, 249, 261, 262, 263, 264, 265, 277, 285, 288, 299, 301, 304, 308, 316, 320, 321
Gemstones 264
Gnomes 172, 265, 290

H

Half-elves 8, 87, 242, 276
Halflings 8, 87, 108, 177, 242, 276, 293, 310
Henchmen 3, 8, 20, 21, 22, 23, 50, 53, 55
Hirelings 3, 8, 9, 10, 12, 21, 22, 24, 50
Hit points 8, 14, 24, 25, 84, 88, 92, 98, 100, 101, 106, 107, 110, 111, 113, 124, 125, 126, 135, 147, 149, 150, 151, 152, 153, 154, 155, 159, 169, 170, 172, 173, 174, 178, 181, 186, 188, 189, 198, 204, 210, 215, 221, 239, 243, 244, 245, 246, 247, 275, 282, 287, 292, 299, 302, 306, 307, 308, 311, 315, 318, 324
Holy water 137, 138, 215, 313

I

Illusionists 23, 25, 288, 325
Initiative 4, 85, 91, 94, 95, 100, 235, 254, 255, 293, 318
Invisibility 26, 36, 51, 149, 188, 215, 223, 244, 267, 268, 276, 285, 296, 310, 317

J

Jeweller 10, 13, 54, 55, 56
Jewellery 3, 37, 264, 265

L

Language 18, 27, 90, 93, 94, 96, 99, 108, 114, 116, 130, 147, 148, 155, 157, 158, 161, 167, 168, 171, 172, 173, 176, 177, 179, 188, 190, 191, 194, 199, 200, 203, 209, 210, 211, 215, 224, 228, 237, 251, 252, 287, 304
Law 16. *See also* Alignment
Loot Classes 3, 261
Loyalty 10, 19, 21, 22

M

Magic Armour 285
Magic Items 6, 7, 51, 266, 270, 271, 272, 323
Magic Miscellaneous Weapons 269
Magic-users 23, 24, 25, 126, 128, 160, 161, 325
Maps 263
Mercenaries 10, 14, 16, 54, 55, 186
Miscellaneous Magic Items 270, 271, 272
Missiles 122, 174, 201, 284, 285, 290, 294, 301
Money 7, 17, 18, 176, 214, 263, 291
Monks 23
Morale 10, 21, 22, 50, 85, 147, 171, 176, 182, 187, 206, 239, 240, 294, 299
Movement 10, 11, 28, 84, 238, 296
Movement Rate 10, 11, 28, 84, 238, 296
Multi-Classing 50

N

Navigation 27
NPC 7, 8, 9, 18, 21, 24, 25, 27, 29, 44, 45, 46, 47, 48, 49, 50, 51, 54, 56, 57, 58, 59, 60, 61, 62, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 310, 321

O

Oil 31, 41, 129, 204, 277, 286, 305, 308, 310, 312, 322

P

Paladins 18, 23, 120, 185, 288
Poison 6, 25, 26, 43, 92, 96, 102, 107, 113, 115, 121, 122, 123, 124, 125, 127, 129, 130, 131, 132, 133, 134, 135, 136, 137, 156, 157, 161, 177, 200, 205, 206, 216, 217, 224, 226, 246, 252, 270, 274, 305, 314, 317
Potion 51, 181, 266, 267, 274, 280, 307, 314, 317

R

Raise dead 204, 250
Random Dungeon Generation 3, 33, 261
Rangers 18, 23, 185, 288
Ring 12, 51, 52, 181, 265, 266, 268, 270, 275, 280, 306, 310, 311, 312, 314, 317
Rods 266, 268, 280, 300

S

Sage 10, 16, 17, 18, 54, 55, 56, 304
Sages 18, 96, 146, 228, 231, 232, 315, 318
Saving Throws 6, 175, 245
Scribe 10, 18, 54, 55, 56
Scrolls 179, 262, 266, 268, 269, 278, 279, 311
Shields 9, 12, 31, 108, 156, 183, 197, 285, 302
Ship Crew 11, 18
Spell 25, 52, 91, 107, 119, 120, 121, 122, 123, 124, 125, 127, 128, 129, 130, 132, 133, 134, 135, 136, 138, 139, 146, 155, 157, 171, 190, 191, 192, 193, 201, 202, 208, 211, 215, 232, 233, 237, 239, 268, 269, 278, 307, 311, 317, 319, 325
Arcane 6, 17, 25, 26, 50, 107, 128, 173, 174, 191, 193, 205, 206, 209, 217, 227, 228, 237, 239, 253, 268, 303, 311, 319
Divine 17, 88, 89, 205, 206, 280, 294, 309, 316, 319, 325
Druidic 17, 24, 88, 92, 319
Phantasmal 17, 122, 133, 135, 157, 162, 306, 319, 323
Spies 179
Staves 266, 268, 280, 282, 297, 298, 300, 320
Steward 1, 10, 19
Strongholds 159, 324
Surprise 31, 41, 83, 85, 90, 99, 100, 108, 111, 116, 117, 148, 161, 163, 164, 165, 176, 178, 184, 188, 195, 199, 206, 213, 214, 237, 240, 242, 245, 247, 253, 255
Sword 19, 51, 52, 181, 269, 273, 280, 285, 286, 287, 288, 289, 314, 318

T

The Planes of Existence 30
Thieves 23, 29, 54, 55, 185, 290, 298
To-hit roll 95, 101, 109, 142, 144, 146, 190, 195, 197, 199, 205, 207, 213, 219, 221, 226, 231, 233
Traps 3, 40, 199, 268, 283
Trick 36, 42, 43

U

Undead 39, 58, 72, 73, 117, 137, 166, 167, 203, 204, 206, 215, 226, 228, 229, 232, 246, 249, 250, 252, 254, 277, 279, 283, 286, 287, 291, 294, 299, 301, 304, 306, 307, 308, 321
Underwater 28, 171, 271, 302, 313

W

Wands 266, 268, 280, 283, 300
War Machines 324, 325
Waterborne 28, 72, 73
Weaponer 10, 19, 54, 55, 56
Weather 27
Wilderness Encounter Tables 57
Wisdom 38, 43, 190, 229, 303, 305, 309, 318, 325
Witch-crafters 26
Witch-Priests 24, 25. *See also* Witch-crafters

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